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Introduction

Mist surrounds the unwary adventurers. It becomes a fog, and by its embrace transports them into the dread-worn realm that is Barovia and its surroundings. Dark, gloomy landscapes, abandoned huts, the unburied dead, and terrors the like of which could freeze a traveler's soul are but hints of what lies ahead, shrouded in mystery.

STRAHD'S POSSESSION is a CD-ROM computer role-playing adventure based on the popular AD&D® 2nd Edition game rules. The game invites you to explore a Gothic world replete with moonlight, madness, and monsters. With the power of CD-ROM, the land of Strahd Von Zarovich comes alive. Strahd speaks, as do over twenty-five inhabitants of his tortured realm, all brought to life by voice actors with the terror of the RAVENLOFT™ game world pounding in their veins. Rich cinematics take you from the peaceful land of Elturel to the firelit beauty of a gypsy camp, then on into the very halls of Castle Ravenloft, where Lord Strahd awaits. CD-ROM provides you with more monsters, maps, and quests, as well as a larger variety of NPCs to join your party.

Use this clue book as your guide to STRAHD'S POSSESSION. It is an aid in solving the puzzles and difficult mazes that abound, but also a glimpse ahead, a look into the future, and how it unfolds for your characters as they make their way through a realm of terror.

To Owners of the Disk-Based game: A special section entitled "Differences between the CD-ROM and Disk-based versions of Strahd's Possession starts on page 113. It describes what differences to expect if you have not purchased the game on CD-ROM.

Unfortunately, owners of the disk-based version of STRAHD'S POSSESSION cannot experience all of the characters, cinematics, and effects available with the CD-ROM product. Therefore, some of the NPCs, monsters, and locations mentioned in this clue book may prove unfamiliar to non-CD-ROM users. Though the disk-based version is inherently limited, care has been taken to assure that a quality role-playing experience remains.

The quests needed to win the game are the same in both versions.

This book is your guide to STRAHD'S POSSESSION. It does not, however, describe every location or piece of treasure. What it does tell you is the quickest way to get through the game and destroy Strahd. Follow it closely, and victory will be yours!

A JOURNAL IS FOUND

Allow me to introduce myself. I am Dr. Rudolph Van Richten, and long ago I lost a son. He was a good and promising lad, whose only error lay in falling prey to a vampire. Since that time I have waged a very personal war, battling these terrors of the night! One in particular is my nemesis. Do you know his name? It is Strahd Von Zarovich.

What you are about to read was found as no more than a collection of notes and papers, materials shuffled together randomly and stuffed into a leather pouch. The pouch itself came to light when a young man of Barovia, known to be a thief, sold it to me. He did so in the belief it contained magical formulae, for which I am known to pay handsomely from time to time. What secrets the papers contained I found of yet greater interest, for here, on these blood-stained parchments lay a tale of terror.

For history's sake, I have translated, rearranged, and recopied as much of the material as was salvageable, going so far as to fill in a missing word or diagram where my knowledge of the subject proved sufficient. Thus,

you have in your possession what amounts to a short, annotated journal describing an adventure in Barovia. Keep in mind that the journal seems to describe the quickest way to Strahd, and does not attempt to describe every facet of the land. Therefore, it is possible that you will come across things not detailed in these pages. However, if you are to attempt a journey through Strahd's tortured land, I can think of no more valuable guide than this small but exquisitely-cut jewel of information.

Having edited the material into four essential categories, I offer you the following:

- A description of adversaries, those opponents met and defeated by the party during its adventure.
- Names and information on the fellow wanderers the party met along the way, including a few the party invited to join them on their quest.
- A guide to Barovia and the realm. For each level and region, I have prepared a map and location system so that various sites and items of interest may be determined.

- Finally, a listing of items and treasures collected by the party rounds out this small tome.

For those unfamiliar with our land, this small book should prove invaluable. To its authority, I can add little, save perhaps a brief description of the realm and what lies at the heart of its corruption.

Long ago, a conquering hero entered our land at the head of a magnificent army. Sweeping away all opposition, he established himself in a castle perched upon a precipice overlooking the village of Barovia. Strahd Von Zarovich was this hero, and his castle became known as Ravenloft, a name by which the entire realm came to be called in time. At first we welcomed the promise of stern justice and obeyed Strahd with willing hearts.

How could we have known of Strahd's weakness? How could Strahd himself have known? The story, as I have been able to understand it, is this: Strahd fell in love with the same woman who was to be his brother's wife. Until that time, nothing had been denied this great man. What Strahd would possess was his, and so he could not conceive that the

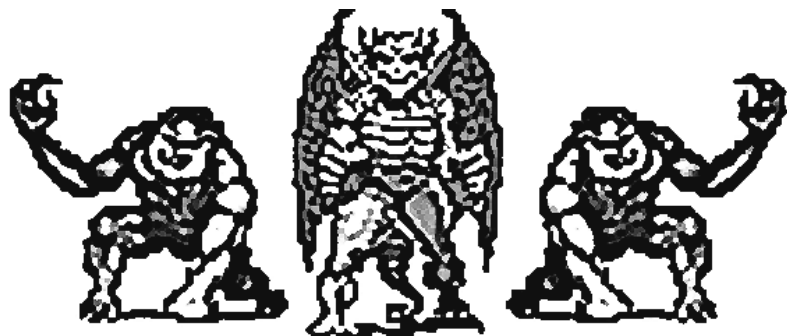
beautiful Tatyana might not return his love. Indeed, as much as Strahd loved her, she in turn adored his brother, Sergei.

In time, Strahd made a pact with death, calling upon the dark forces to grant him what his own charms could not acquire: Tatyana. As with all such bargains, death won out, tricking Strahd so that our land was forever thrown into darkness. From that day forth the mists have encircled us and the beasts of the night have roamed freely through our streets. Strahd himself became a vampire lord, a reward for murdering his brother and driving Tatyana to throw herself from the overlook of Castle Ravenloft, into the precipice below. I often believe Strahd is as anxious to escape his curse as are we, his terrified subjects. Yet I do not pity Strahd, for he is the focus of evil, and I have sworn to destroy him.

If this book aids you in any quest which might bring injury to that heart of evil I know as Count Strahd Von Zarovich, then my efforts will have been well rewarded.

Good luck to you.

OPPONENTS AND MONSTROSITIES



Luckily for those who would use this journal to survive the dangers of Barovia and its surroundings, the party which created it spent many hours while in camp detailing the beasts against which they fought. Where particular spells or weapons seemed effective, I have included them along with scholarly notations as to their nature (i.e.: +1 magical weapon, etc.).

When the party noted where a battle took place, I have included that information as well.

Skeletal Bat



We believe skeletal bats are no more than puppets sent to carry out the will of their creator. They are not encountered randomly, but wait like guardians within the interior locations of the cemetery, in the Old Church, Main Floor, the Wooded Area West of Barovia, and along Old Svalich Road South. Though relentless, they should be feared only when in great numbers. Area effect spells such as *burning hands* are useful against skeletal bats.

Brigands



Ruffians and thieves, brigands act as armed highwaymen and we fought them as such. They are a common threat. The Village of Barovia is notorious for their activities, and their camps are often placed strategically along Old Svalich Road South. At night, many brigands can be found roaming the streets of Barovia. A traveling cloak, equipped with a hood which drapes over the head and face, is a common costume for brigands.

Broken Ones



Physically warped and twisted, the bodies of broken ones have been mingled with those of animals, perhaps by magical experiments gone awry. They are formidable opponents and prove to be vicious once drawn into melee combat. We fought them in several abandoned warehouses and in remote parts of the Village of Barovia, where they appear to raid at night.

Count Strahd Von Zarovich



Only with the *Holy Symbol of Ravenkind* do you stand a chance of defeating Count Strahd Von Zarovich, Lord of Barovia. This vampire lord rules from Castle Ravenloft, a huge and forbidding structure which sits atop a precipice overlooking the town. Strahd is the evil from which all other evils flow. Only by Strahd's defeat can anyone escape from his unholy realm.

We have heard the *Holy Symbol of Ravenkind* lies in the undead forest, trapped at the heart of the one uncorrupted oak.

When fighting Strahd, beware the fire balls he launches toward the north, east, south, and west. Stay to the northwest, northeast, southwest, and southeast while waiting for the *Holy Symbol of Ravenkind* to recharge.

Darkling



Found in the company of brigands, the darkling is a gypsy, one of the Vistani who inhabit the realms. Cast out by his own people for some offense, this vagabond has been left to wander in the company of criminals. A darkling trademark is to coat the blades of their weapons in lethal poison.

A simple strategy is to avoid wandering about the Village of Barovia after dark. Darklings are also found along Old Svalich Road South.

Doom Guard



Encountered only in Strahd's Castle, these guards are created by a series of arcane enchantments. They begin their existence as nothing more than suits of armor, but once animated, they become guards, serving as treasure protectors. At first we believed them mere decorations, but when we attempted to enter a forbidden room in Castle Ravenloft, or to steal one of Strahd's possessions, they quickly came to life. With a sword, axe, or similar weapon, they attack anything entering their area of responsibility.

A doom guard's weapon inflicts 1-8 points of damage, or in rare cases up to 10 points of damage. Any spell depending upon a biological function is useless against a doom guard, as are most other spells.

Doom guards are found in Castle Ravenloft, Main Floor; Castle Ravenloft, Main and Secondary Towers; Castle Ravenloft, Court of the Count; and Castle Ravenloft, Rooms of Weeping.

Gargoyle



Like the doom guard, Strahd employs gargoyles both as decoration and defense about Castle Ravenloft. At first you may believe you are approaching decorative, if grotesque, statues. Yet when they attack, their unnaturally tough hide will protect them against all but a +1 weapon or better.

Gargoyles inhabit Castle Ravenloft, Main Floor; Castle Ravenloft, Court of the Count; and Castle Ravenloft, Rooms of Weeping.

Ghoul/Ghast



A number of ghouls appear in Barovia's cemetery along with their ghoulish lord. They also inhabit the lower regions of Strahd's castle, and from time to time are known to mount random assaults throughout the realm. Once human, ghouls are the undead who feed on the flesh of corpses. They attack by clawing with their filthy nails and biting with their fangs.

The very touch of a ghoul causes many creatures to become rigid, a paralysis which can last for many rounds. Subject to all forms of attack, they can be turned by priests of any level.

The ghast is so like a ghoul as to be all but indistinguishable from it. If anything, they are worse than their ghoulish brothers, for the touch of a ghast can affect elves.

It is best to use ranged spells against these monsters, which inhabit the Cemetery Grounds; Cemetery, Interior Locations; and the Old Church Grounds.

Ghoul Lord



We found ourselves forced to confront this creature when a spirit threatened to destroy one of our party. The ghoul lord resides in Barovia's cemetery, and though looking much like a common ghoul or ghast, it is nevertheless an opponent of an altogether more terrible sort. Magical weapons and weapons of pure iron are needed to fight the ghoul lord, while all who are of good alignment appear better able to handle the challenge of battling this formidable foe.

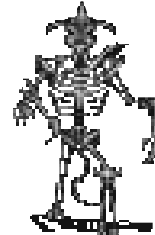
The Ghoul Lord is found only in the cemetery, in Victor Grymig's vault.

Goblyn



Goblyns inhabit the Svalich Woods, and no record exists of them entering Barovia itself or venturing far from their familiar lands. Though relentless, we found them to be no match for a trained man-at-arms.

Golem, Bone



An attack from one of these creatures can do 3-24 points of damage with each successful blow from its claws. We encountered them individually, and not often. The Caverns West of Barovia appear to be their home.

The *wand of fireballs* is a rather effective weapon when battling bone golems.

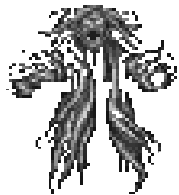
Golem, Zombie



Luckily, the zombie golem moves at little better than a shuffle. We encountered it rarely, and it seems incapable of surprising its victims. A variation of the bone golem, the zombie golem is known for attacking with its powerful fists, which in any single round of combat can cause from 3-18 points of damage.

As with the bone golem, this is a tough opponent. The *wand of fireballs* and *rod of smiting* are again recommended. Look for the zombie golem in Castle Ravenloft, Dungeons and Castle Ravenloft, Rooms of Weeping.

Groaning Spirit (Banshee)



The only groaning spirit to be encountered resides within the burial vault of an ancient elven warrior. Only when the blessing of the two statues guarding the vault is gained can the cry of this banshee be silenced. Appearing as a floating, luminous phantasm of its former self, the banshee wails with such dreaded power that its keening voice may prove deadly.

Hell Hound



As with so many of the dangerous monstrosities in the area, these beasts await the unwary traveler in places and at times when least expected. We found them roaming the Old Church, Main Floor and the Greater Catacombs Beneath Barovia. They attack first by breathing fire at their prey from up to ten yards away. Perhaps because they use fire as a weapon, they themselves are immune to such attacks.

Inquisitor



By the grace of Helm, only a single inquisitor plies its trade in this dark world. Nowhere else can it be found other than in Castle Ravenloft, Main and Secondary Towers.

As its name implies, this creature works at the art of torturing a captive opponent until the helpless prisoner reveals information about his comrades or goes mad from pain and terror. Our party had the luck to free a wereraven from the clutches of Strahd's inquisitor.

Great care must be taken in the attack, as the monster's horrifying appearance and paralyzing gaze can stop a party in its tracks. The inquisitor attacks by wielding a red-hot branding iron.

Living Wall



Graying and sinewy flesh makes up a living wall. The flesh of faces, hands, broken bones, feet, and toes jut from its surface. In combat, the wall retains the abilities, and sometimes the weapons, of those it has absorbed. While no living wall will initiate an attack, once it has been struck all the creatures who have been absorbed into it will strike back in an immediate, combined attack.

In the Lesser Catacombs Beneath Barovia, we had to destroy these abominations in order to continue on. Always attack a living wall from the side.

Lycanthrope, Werebat



A silver or +1 weapon or better is required to do battle with this unique "predator of the night." In its most feared form, the werebat retains its humanoid shape but takes on the added features of a bat.

They plagued us in the Elven Warrior's Tomb, Lower Level 1.

Lycanthrope, Wererat



Wererats rely on weapons for their attacks and prefer short swords and daggers. They often attack from ambush, and one of their favorite tactics is to assume human shape and lure unsuspecting victims into a trap. Once engaged in battle, they prove straightforward opponents, but can be dispatched only by silver or magical weapons.

Our battle with wererats took place in the Lesser Catacombs Beneath Barovia.

Lycanthrope, Wereraven



The wereravens conduct themselves as a race of wise and good-aligned shape changers. They belong to a secret society, a disciplined and dedicated band devoted to ridding the land of evil. Upon freeing one that had been imprisoned and tortured in Strahd's castle, we found the wereravens willing to aid in our quest and provide us with valuable information.

Lycanthrope, Werewolf



Like other lycanthropically infected creatures, werewolves fear only silver or +1 or better magical weapons. Known to roam the wilderness, caves and burrows are the common homes of werewolves. In our travels we both fought a rare albino werewolf and sought to cure one of its poor, afflicted victims.

Werewolves roam the Wooded Area West of Barovia. It is said a rare albino beast also stalks these woods.

Pyre Elemental



Watch for pyre elementals in the Elven Warrior's Tomb, Lower Level 1 and the Elven Warrior's Tomb, Lower Level 2. Burning with magical fire, this slender column of flame can do considerable damage, even to those well-protected by armor, shields, and magical items of defense. As they are immune to *fire*-based spells and attacks, weapons imbued with potent, magical enchantments may be the only hope of destroying a pyre elemental.

Revenant



Burning seems to be most effective against a revenant. Thankfully, they prove rare, though we encountered more than our share in the Greater Catacombs Beneath Barovia. I believe one of them to have been one of the brigands we found ourselves forced to dispatch, and that it rose from the grave to seek us out. Though they never use weapons, revenants can paralyze with their hideous gaze.

Shadow



Beware of the dark, shadowy places, of which there are many, for shadows sometimes hide there. They can be difficult to see without a source of bright light. These undead creatures drain strength from their victims with a chilling touch. Shadows travel in loosely organized packs that freely roam ruins, graveyards, and dungeons. A +1 weapon or better is needed to defeat a shadow, and they are immune to cold-based attacks.

Shadows cast about us in the Old Church, Lower Level 2

Shadow Fiend



Approaching its victims in stealth and attacking in surprise, the shadow fiend employs its claws and bite to inflict horrible damage. Immune to damage from fire, cold, and electricity, the shadow fiend is nimble and quick. It can be found beneath the Old Church, Lower Level 2.

Spectre



Be wary of them in underground locations, such as the Elven Warrior's Tomb, Lower Level 2. One energy level is drained with each successful attack by a spectre. Spectres are immune to all *hold*, and cold-based spells, as well as poisons and paralyzation attacks. They can be attacked only with +1 magical weapons or better, though a *raise dead* spell immediately destroys the monster if it fails a saving throw.

Strahd Skeleton



These magically animated, undead monsters lurk in the underground. As their name implies, many believe them to have been created by the Lord of Barovia, Count Strahd Von Zarovich, as warriors or as guards. Strahd skeletons always wield a weapon of some sort, and their unusual speed allows them to make two attacks per round.

We fought Strahd skeletons in the Old Church, Lower Level 1; the Caverns West of Barovia; the Cemetery, Interior Locations; and Castle Ravenloft, Larders of Ill Omen.

Strahd Zombie



Found in the Old Church, Lower Level 1; the Old Church Grounds; Castle Ravenloft, Dungeons; and Old Svalich Road North, these human bodies resurrected into living death are garbed in the clothing worn at the time of their destruction. When they attack, it is with sharply taloned hands and/or their teeth. Often Strahd skeletons seem to be following some general order, or plan, and at times we believed the Lord of Barovia himself had set them against us.

Treant, Evil



The Undead Forest serves as home to many of these evil beings. In other lands treants are known as peaceful creatures; however, some dark element in the water here has twisted them to the point where no traveler walks safely in their domain. Treants look much like normal trees, at least until they attack with powerful, swift strokes of their branches. Their thick bark acts as a natural armor plating and provides a good defense against physical attack. From 2-24 points of damage can be inflicted in a single blow from a treant, depending upon the evil flora's age, with the eldest creatures delivering the most powerful blows.

Fire-based attacks receive a +4 bonus to hit and +1 point per die of damage. Additionally, the Treant makes all saving throws against fire-based attacks with a -4 penalty.

Vampire, Female



Of all the evil, undead creatures that stalk the night, none is more feared than the vampire. The female vampires we encountered in the Cemetery Grounds and the Cemetery, Interior Locations; Castle Ravenloft, Larders of Ill Omen; Castle Ravenloft, Dungeons; Castle Ravenloft, Court of the Count; and Castle Ravenloft, Rooms of Weeping, appeared to be the servants of a single powerful vampire. Perhaps they were the minions of Strahd Von Zarovich himself.

These vampires drain 2 life levels every time they hit. To fight a female vampire, a +1 magical weapon or better is required. In fighting them, use ranged spells and *negative plane protection*.

Wight



Each blow delivered by a wight does from 1-4 points of damage, and with each successful strike drains one level from its victim. Wights are unaffected by *hold* and cold-based spells, neither can they be poisoned or paralyzed. They lurk in the Elven Warrior's Tomb, Lower Level 1 and Castle Ravenloft, Larders of Ill Omen. Rely on magical weapons to destroy a wight.

Use *negative plane protection* as a defense against wights.

Worg Wolf



The worg wolf was one of the first beasts encountered by our party, and from time to time troubled us whenever we ventured outside. These carnivores have the distinction of being among the largest foes to attack our party. Though dangerous in any numbers, battling with a single worg wolf left us with no more than a few cuts and bruises. I believe they are impossible to tame and act under no control other than their own deadly instincts.

We encountered them in Svalich Woods, along Old Svalich Road South, and Old Svalich Road North.

Wraith



Wraiths cannot be harmed by normal weapons, but magical weapons strike with full effect. They are immune to *hold* and cold-based spells. They can be found in the Greater Catacombs Beneath Barovia.

Blows delivered by a wraith drain one level from its victim. Use *negative plane protection* as a defense against wraiths.

Zombie Lord

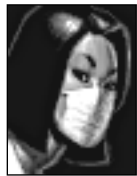


Prepare well before venturing into the Old Church, Lower Level 1, for that is where the zombie lord awaits its victims. The smell of this horrific creature acts as a poison; one, I'm told, with often surprising and unpredictable results.

Striking twice per round with its fists, the zombie lord can do from 2-8 points of damage with each blow. A number of zombies accompany their lord, and like him, they are immune to *hold* spells.

ADVENTURERS MET ALONG THE WAY

This section lists the names and characteristics of the ten fellow adventurers we came across on our journey. At one time or another all expressed interest in joining our party or could have been persuaded to do so with little difficulty.



Note: In this journal the party is described as having allowed the NPCs Velika, Fhalken, and Vuko to join them at various times on the quest. You may choose other NPCs for your party's adventure.



Tatian

DESCRIPTION: A beautiful young woman, strong in will and anxious to leave behind the boredom of her home in Barovia. She carried herself with an air of dignity, almost as if she were of royal blood.

CLASS: Fighter

LEVEL: 4th

ALIGNMENT: Neutral Good

GENDER/RACE: Female/human

ABILITY SCORES:

Str: 12 Int: 12

Wis: 12 Dex: 13

Con: 17 Cha: 18

HIT POINTS: 28

ORIGINAL MEETING PLACE: Her home in Barovia southwest of the Blood on the Vine Tavern (N10).

WHEREABOUTS AFTER LEAVING PARTY: She returns home (N10).

STATUS: Alive and well.

EQUIPMENT: Ordinary cloak and long sword.



Fhalken

DESCRIPTION: A spirited man and one not to be crossed. He claims to be a merchant, but while we never saw his trading skills, he fought well at our side and we welcomed both his courage and his company.

CLASS: Fighter

LEVEL: 5th

ALIGNMENT: Chaotic Good

GENDER/RACE: Male/human

ABILITY SCORES:

Str: 18/15 Int: 12

Wis: 10 Dex: 13

Con: 14 Cha: 11

HIT POINTS: 34

ORIGINAL MEETING PLACE: A prisoner of goblins in Old Svalich Woods (N2).

WHEREABOUTS AFTER LEAVING PARTY: Home in Barovia, south of the Blood on the Vine Tavern (N2).

STATUS: Bound and gagged by goblins, with 25 of 34 hit points when found.

EQUIPMENT: None.

**Mischa**

DESCRIPTION: A young and inexperienced priest, he lay dead when we found him. He rewarded our efforts to resurrect him by providing us with a key to the gates blocking the northern extension of Old Svalich Road. Along that path lay Strahd's castle.

CLASS: Cleric

LEVEL: 4th

ALIGNMENT: Neutral Good

GENDER/RACE: Male/human

ABILITY SCORES:

Str: 15 Int: 15
Wis: 16 Dex: 14
Con: 18 Cha: 17

HIT POINTS: 32

ORIGINAL MEETING PLACE: On the lower level of the Old Church (N14).

WHEREABOUTS AFTER LEAVING PARTY: No longer encountered.

STATUS: When found, he has but 1 of 32 possible hit points.

EQUIPMENT: +1 mace, 2 potions of extra healing, key to Strahd's castle, chain mail, chain coif, cleric's holy symbol, *invisible to undead* scroll, cleric scroll of negative plane protection, cleric scroll of cure disease.

**Glorianna**

DESCRIPTION: An elven mage from Sithicus. For the time she walked the trail with us, her tongue proved as sharp as her spells. She proved to be no friend to the Burgomaster, and the last we heard she had drained his wine cellars of any decent vintage of tuika.

CLASS: Mage

LEVEL: 5th

ALIGNMENT: Neutral Good

GENDER/RACE: Female/elf

ABILITY SCORES:

Str: 10 Int: 16
Wis: 17 Dex: 14
Con: 16 Cha: 16

HIT POINTS: 30

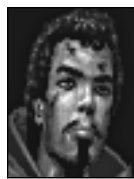
ORIGINAL MEETING PLACE: The Burgomaster's house in Barovia (BM).

WHEREABOUTS AFTER LEAVING PARTY: Her room upstairs at the Blood of the Vine (N6).

STATUS: Alive and well.

EQUIPMENT: robe, spell book, +1 dagger, quarterstaff, potion of extra healing.

MAGE SPELLS KNOWN: *Shield, Blur, Hold Undead, Burning Hands, Ice Knife, Vampiric Touch, Magic Missile, Stone Skin*

**Vuko**

DESCRIPTION: A thoroughly disgusting fellow who joined the party over my protest. Robbing graves appears to be his profession, yet if the Barovians have anything to call their own, it should be the peace of their final resting places. Nevertheless, his courage cannot be questioned. He fought valiantly at our sides and his thieving skills proved useful.

CLASS: Thief

LEVEL: 7th

ALIGNMENT: Chaotic Neutral

GENDER/RACE: Male/human

ABILITY SCORES:

Str: 14 Int: 13
Wis: 12 Dex: 17
Con: 16 Cha: 14

HIT POINTS: 32

ORIGINAL MEETING PLACE: Barovia's Cemetery Grounds (N15).

LOCATION AFTER LEAVING PARTY: Blood on the Vine Tavern (BOV).

STATUS: Alive and well.

EQUIPMENT: lock picks, +1 long sword, cloak, 2 throwing knives.

**Irmgarde**

DESCRIPTION: We found it impossible to gain entrance to the portal within the Caverns West of Barovia without the aid of this masked adventurer. Even so, persuading her to help proved difficult, as she has a fiery temper and dislikes the company of others.

CLASS: Cleric

LEVEL: 6th

ALIGNMENT: Neutral Good

GENDER/RACE: Female/half-elf

ABILITY SCORES:

Str: 14 Int: 14
Wis: 17 Dex: 17
Con: 16 Cha: 16

HIT POINTS: 34

ORIGINAL MEETING PLACE(S): In the Blood of the Vine tavern and near the entrance to the Wooded Area West of Barovia (BOV and N8).

LOCATION AFTER LEAVING PARTY: Her camp near the cavern entrance (N8).

STATUS: Alive and well.

EQUIPMENT: chain mail, sling, two jars of Keoghtom's ointment, quarter staff, cleric scroll of cure light wounds.

**Anshelm**

DESCRIPTION: This gentleman proved to be a remarkable fighter, and once we freed him from Strahd's prison, he made certain we knew of his whereabouts and that we could call on him at any time for assistance.

CLASS: Fighter

LEVEL: 6th

ALIGNMENT: Chaotic Good

GENDER/RACE: Male/human

ABILITY SCORES:

Str: 18/00 Int: 11
Wis: 10 Dex: 13
Con: 16 Cha: 14

HIT POINTS: 51

ORIGINAL MEETING PLACE: Imprisoned in Castle Ravenloft, Main and Secondary Towers (N18).

LOCATION AFTER LEAVING PARTY (OR BEING FREED): The Wooded Area West of Barovia.

STATUS: When found he is at 43 of 51 possible hit points.

EQUIPMENT: leather armor.

**Vladislav**

DESCRIPTION: An untrustworthy sort, despite his honest and forthright appearance. When all things are said and done, I would rather trust the grave robber than this thief of trust. He forced his way into our party and later disappeared.

CLASS: Fighter

LEVEL: 7th

ALIGNMENT: Chaotic Neutral

GENDER/RACE: Male/half-elf

ABILITY SCORES:

Str: 17 Int: 15
Wis: 13 Dex: 15
Con: 18 Cha: 17

HIT POINTS: 65

ORIGINAL MEETING PLACE: In the Caverns West of Barovia (N9).

LOCATION AFTER LEAVING PARTY: In the Caverns West of Barovia (N9).

STATUS: Alive and well.

EQUIPMENT: +1 broadsword, plate mail.

**Velika**

DESCRIPTION: Beneath her peacock wardrobe lies the heart of a fighter! She is not a woman to be crossed lightly and proved well able to take care of herself in battle. Nevertheless, she possesses a bright and sparkling personality and would be an able addition to any quest.

CLASS: Fighter/Mage/Thief

LEVEL(S): 4th/4th/5th

ALIGNMENT: Chaotic Good

GENDER/RACE: Female/half-elf

ABILITY SCORES:

Str: 14 Int: 13
Wis: 12 Dex: 18
Con: 16 Cha: 16

HIT POINTS: 27

ORIGINAL MEETING PLACE: Along Old Svalich Road near Barovia (N4).

LOCATION AFTER LEAVING PARTY: A home in Barovia east of the Blood on the Vine Tavern (N4).

STATUS: Alive and well.

EQUIPMENT: +1 long sword, dagger, lock picks, spell book, two throwing knives, +2 cloak of protection, mage scroll of improved identify.

MAGE SPELLS KNOWN: Shield, Agannazer's Scorchers, Slow, Magic Missile, Ice Knife.

**Ryszard**

DESCRIPTION: Living alone in a hut with no more company than a few flasks and potions, this mage appeared to us as mad as he was powerful. His belief in destiny proved too single-minded for my tastes, and would have been useful only if he could have foreseen the dangers lying in wait for us.

CLASS: Mage

LEVEL: 6th

ALIGNMENT: Chaotic Neutral

GENDER/RACE: Male/human

ABILITY SCORES:

Str: 10 Int: 17
Wis: 18 Dex: 12
Con: 13 Cha: 13

HIT POINTS: 18

ORIGINAL MEETING PLACE: His home, located in the Wooded Area West of Barovia (N7).

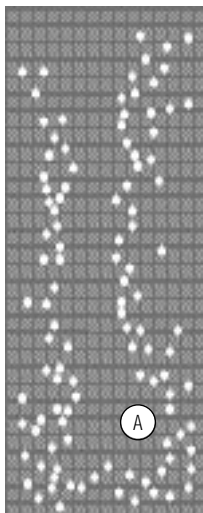
LOCATION AFTER LEAVING PARTY: He returns home (N7).

STATUS: Alive and well.

EQUIPMENT: bracers of defense (AC 6), spell book, two oils of fiery burning, dagger, wand of fireballs, ordinary cloak.

MAGE SPELLS KNOWN: Armor, Blur, Hold Undead, Magic Missile, Ice Knife, Invisibility 10' Radius, Burning Hands, Detect Undead, Ice Storm

AN EXPLORER'S GUIDE IN AND AROUND BAROVIA



Forgotten Realms Forest

Synopsis

That we failed in our mission is known throughout Elturel, for though rumors rang in our ears like church bells, we tracked them too slowly and reported them too late. By the time we reached our good lord Dhelt, the assassin had struck. Dhelt and the mage Baranta Chansil lay wounded. If we had not been near, or if Baranta Chansil had not chosen that hour for a conference with our lord, Elturel might today be in mourning.

The assassin tore from Dhelt his beloved holy symbol to the god Helm, then made off with it into the woods beyond the palace.

We swore an oath in Dhelt's presence. Never would we return until the holy symbol of Helm lay in our grasp. To return the symbol to Dhelt became our quest.

Hereafter I shall set down a record of our pursuit of the assassin, so that all may know the truth of it. I am called Key de Effer, a fighter by trade, and my companion is the cleric Beatrice.

Lord Dhelt of Elturel



Forgotten Realms Forest:

We raced into an autumn wood in pursuit of the assassin, who fled south from Elturel. The A on the map of the Forgotten Realms Forest marks the position of the assassin and our battle with this treacherous foe.

Wounded in the confrontation with Dhelt, our quarry tired of the chase and turned to make a stand. The assassin fought madly to the end, forcing us to do likewise.

Four objects in the assassin's possession intrigued us, and we recovered them all. One was Dhelt's amulet. At the sight of it our hearts took wing.

Two others radiated an aura of evil. Later we came to know them as the "finger of commanding" and the "withered heart of mortal ardor." The last object, a parchment, bore this cryptic message:

I am beset by madness, perhaps insane. I commit these few words to paper that others might better judge my fate. Born to this land, my life's yearning focused on but one event, to escape Ravenloft! This I accomplished. How I managed it, what secrets I acquired and what I stole from an undead lich, is unimportant. However, know this: that in delving into arcane lore and ancient manuscripts, I came upon knowledge of the one article which might destroy Strahd.

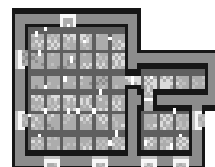
Further, in the land beyond Ravenloft, I may have found it! Through deceitful and tortuous sources, many of which I only half-believe, I have come to the conclusion that a charm worn by Lord Dhelt of Elturel is the Holy Symbol of Ravenkind!

What is my madness? That after escaping Ravenloft, my heart tells me I must steal Dhelt's amulet, even if it means the death of that good lord. And with a charm I only half-believe might be Strahd's doom, I must return to Ravenloft. Only I, it seems, might free my people from their eternal fate.

After reading this, the anger left our hearts. However misguided the assassin had been, the parchment spoke of a noble quest. Ravenloft and the name Strahd were unknown to us. With Lord Dhelt's holy symbol and the other pieces in our possession, we headed for home and the palace.

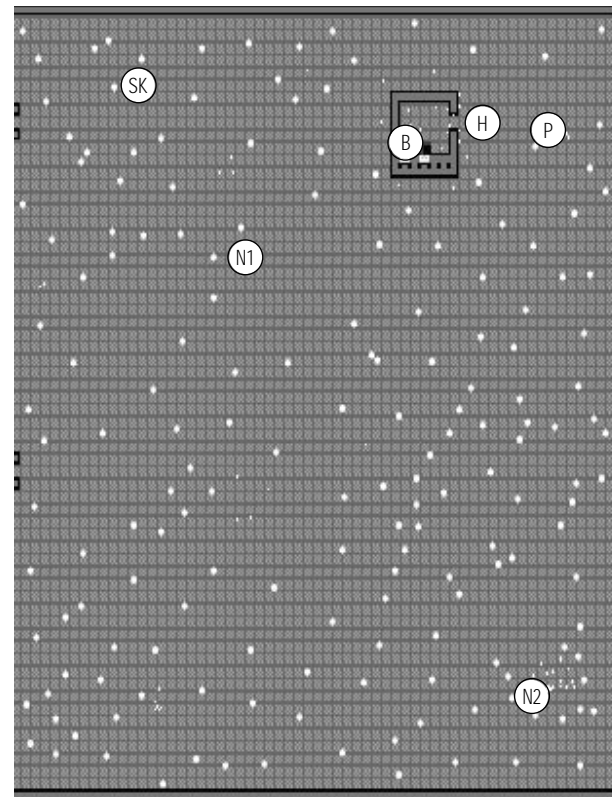
With unnatural swiftness, the day turned to dusk. The air grew cold and a fog rose up through the forest to encircle us. Like a potion it stole away our conscious selves and sent us to an evil sleep.

Svalich Woods and the Hidden Underground Chambers



Hidden Underground Chambers

Svalich Woods



Synopsis

When we awoke, nothing which caught our eyes seemed familiar. The smell and feel of the forest proved utterly different. This was no autumn wood, cried Beatrice. Dhelt's holy symbol and the two evil objects were gone, stolen from us! Even I, Key de Effer of Lord Dhelt's personal guard, felt the first tremor of fear.

Svalich Woods:

Beware the worg wolves and goblins in these woods.

To the west stood a small structure, perhaps the remains of a house, long abandoned.

I have marked the position where we entered the Svalich Woods with a P, and the abandoned house which lay before us as position H.

Inside the house were the bones of the owner, and a parchment which read:

Strahd Von Zarovich, master of Barovia. If the heart of this dark land has a name, it is Strahd — my lord and my destroyer. As I die, let me write what I could never freely say: that the very air about us bears the stench of Strahd's foul will. Let it be my epitaph, that if I had the strength of youth, no assassin of the Ba'al Verzi would more willingly devote himself to Strahd's destruction. With my last breath, I curse his name!

Again, the name Strahd appeared, and again we had found someone devoted to his destruction.

A careful search of the building revealed a trap door at location B. We opened it by means of a secret button inset on the south wall.

Later, we would learn many doors in this land could be opened by just such means. We went below and opened the doors before us by pressing a button on the wall to the right.

Two storage rooms, and many items of use presented themselves to us. We could only believe the poor departed owner of the house would have wanted us to have them. For perhaps in our quest for Dhelt's holy symbol, we might yet come across this nefarious fellow named Strahd!

Potion of Healing

Potion of Healing

Composite Bow

Chain Mail

Cleric Scroll of Raise Dead

Quiver

Potion of Healing

Potion of Extra Healing

Ba'al Verzi Dagger

Potion of Extra Healing

Note: The papers concerning this expedition are surprisingly thorough; however, to note every item found by the party in this narrative would be cumbersome at best. From here on, items of critical importance are noted in text, while a complete "Treasure Guide" appears at the end of the work.

The same logic is applied to the quest itself. It proceeds through those areas of each level critical to succeeding in the defeat of Strahd!

To describe the approach to each door in this narrative would quickly fill a dozen journals the size of this one.

— Van Richten



The Mad Woodsman

To the west of the hut and slightly south, we chanced upon a man looking for his son.

- **N1** The position of the woodsman on the map of the Svalich woods.

Half-mad with grief, he offered us little beyond directions to a road and information that a town known as Barovia lay not too far distant. Barovia! No such town exists within a thousand leagues of Elturel. Where can we be?

Is this the land mentioned in the assassin's note?

We could do nothing for the man, and I believe his son must have fallen prey to the wolves we ourselves have been forced to combat.

From this encounter we headed southeast. A new threat lay in this direction: goblins. Though they attacked relentlessly, we did not turn back before finding a human prisoner chained and sitting upon a stump. Brave Fhalken! He had not given up hope, and when we rescued him he joined us willingly.

- **N2** This spot on the map of the Svalich Woods marks the position of Fhalken, prisoner of the goblins. Several pieces of useful equipment, no doubt stolen by the goblins, lay to the east of this position.

Chest
Two-Handed Sword
Leather Armor

Cleric Scroll of Raise Dead
Shield

- **SK** We came upon a small collection of bones.

We believed them to be the remains of the woodsman's son, and everything we had seen to this point brought home to us the brutal nature of the land.

To the north, east, and south a fog rose up to block our way. Beatrice believed it to be poisonous, and Fhalken agreed. To the west we found Old Svalich Road.

Old Svalich Road South

Synopsis

Signs hanging along this great, walled road revealed it to be Old Svalich Road. We followed the road south as far as it went, but this proved a mistake. Nothing more lies to the south than a barred gate through which we could not pass. And so, after wasting considerable time, we turned north and proceeded with all due speed in a direction we believed would take us to Barovia.

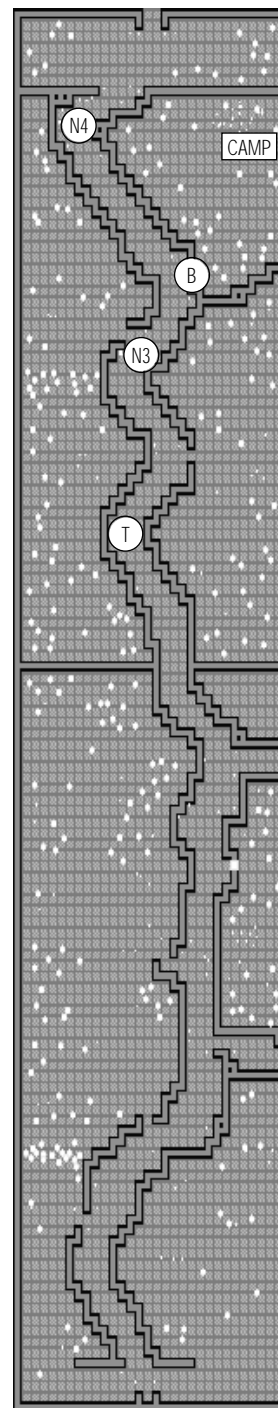
From time to time we came upon skeletons set upright along wooden posts. Fixed to each was a writ, a tattered warning for all to heed the laws of Strahd Von Zarovich. Again, that name!

Old Svalich Road South:

Brigands plague Old Svalich Road South, and worg wolves roam the land beyond it. At night skeletal bats appear both along the road and in the areas outside its walls. Darklings are encountered here as well.

At places it is possible to leave Old Svalich Road to the east and west, but this action is best avoided. A battle with worg wolves was our only reward for such exploration.

Brigands lay in wait to the north. They engaged us in battle, but finally the last of them yielded. On bent knee, he asked for mercy. This we granted. In return, the criminal told us of his band's camp and of a marker to point the way. We released him and proceeded north.



• **T** The brigands' trap on the map of Old Svalich Road South. B shows where along the road our party discovered a hidden lever opening a path to the brigand encampment.

After a time, Beatrice noted a stone with an arrow etched upon it. The arrow pointed to one of the road's walls, but upon careful investigation we found a hidden lever. It opened a secret door in the wall. We had found the marker to the brigand's camp.

We attacked. In fierce melee, the brigands fell before us, including a creature we would later come to know as a darkling. Take care upon approaching these gypsy outcasts, for they wield poisoned blades.

• **CAMP** Camp shows the position of the battle, as well as much useful equipment, including:

Adamantite Chain Mail	Shield	Chain Coif
Battle Axe	Short Sword +1	Composite Bow
Broad Sword	Long Sword	Quiver (8 Arrows)

Sack (Mage Scroll of Fireball, Mage Scroll of Flame Arrow, Cleric Scroll of Neutralize Poison, Cleric Scroll of Bless, Cloak)

Chest (Four Throwing Daggers, Sling Pouch (empty), Potion of Healing, Potion of Extra Healing, Oil of Fiery Burning)

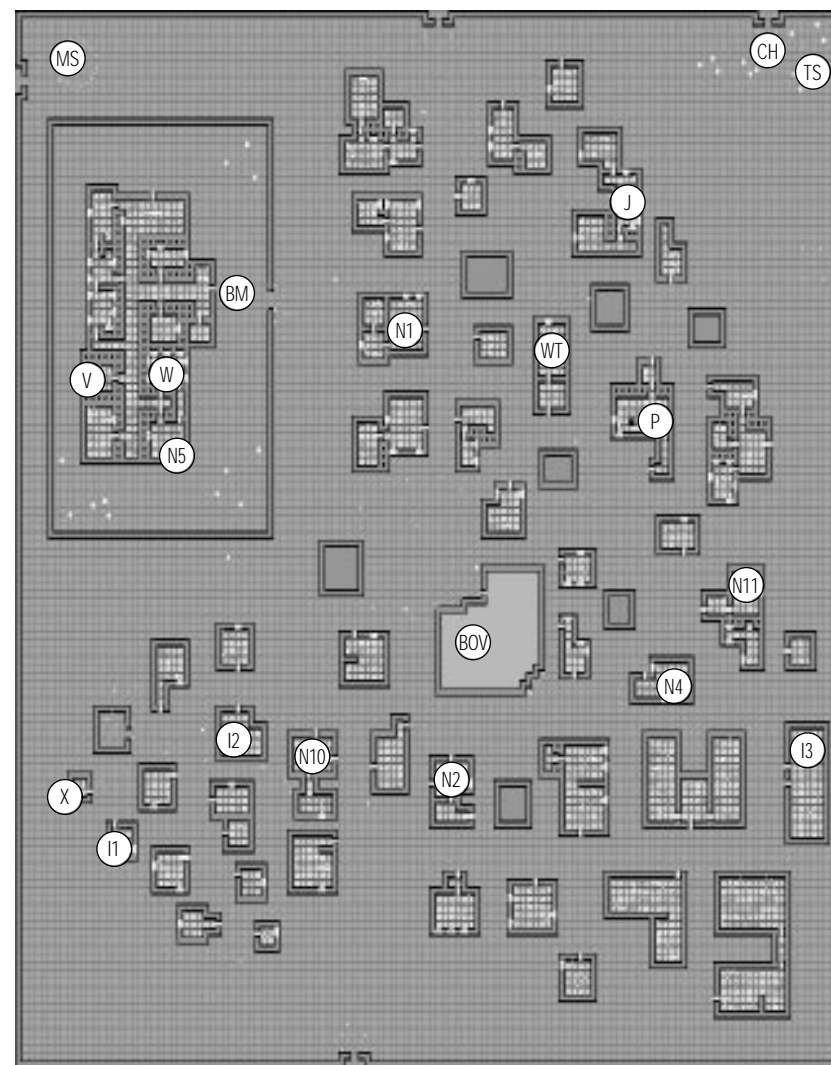
Returning to the road and continuing north, we came upon a Vistani traveling in the same direction. The gypsy told us we were indeed headed for Barovia. He confirmed our suspicions about the poisonous nature of this land's fog.

For fifteen coins, he offered to sell us an antidote to the mists. Although we did not have such a sum, the Vistani promised to hold some of his potion for us. Later, he said, we could find him at a tavern known as the "Blood on the Vine."

• **N3** The Vistani's position.

Further to the north, a young woman dressed as if destiny led her from one festival to the next introduced herself as Velika. Her personality matched her gaudy clothes, but despite a playful attitude she proved to have skill with a sword and a working knowledge of magic. For a while at least, we asked her to join our party, for before us lay Barovia, a town of which Beatrice and I knew nothing at all.

• **N4** Where we met Velika along the road.



Village of Barovia

Synopsis

We entered a large, but gloomy village where many of the windows and doors appeared boarded, the houses abandoned. None we met would speak with us, and so we sought out the town's authority. After much wandering about, we saw at last a great wall surrounding the grounds of a mansion in the northwest.

Village of Barovia:

Take care. Darklings and brigands roam the village at night. Broken Ones are known to raid Barovia from time to time.

- **I1** The place where we found a *mage scroll of fireball* and two *potions of extra healing*.
- **I2** The location of a *cleric scroll of raise dead* we found lying about.
- **I3** The location where we found a shield and a *warhammer +2*. We moved to the northwest as quickly as possible, and finding the Burgomaster's mansion, entered its great walls and then the building itself.
- **BM** The Burgomaster's Mansion on the map of the Village of Barovia.
- **MS** A circle of magical stones to the north of the mansion. Standing within the circle allowed our party to REST, even when creatures roamed nearby and awaited us outside the circle.

Burgomaster's Mansion

Synopsis

So large is the Burgomaster's mansion, we roamed freely about it before encountering anyone. In this way we chanced upon more than a few helpful items before speaking with the Burgomaster himself.

- **W** The position where we found Count Strahd's Writ.
- **V** The position where we found *Van Richten's Guide to Werebeasts*.

Count Strahd's Writ:

By the authority of our Lord, Strahd Von Zarovich, the following rumors are to be stamped out of the minds of the burgomasters, boyars, and peasants of the villages. Anyone repeating them is to be put to death immediately, without trial and before making any public statement. They are:

1. That our Lord is involved in any way in the arts of necromancy.
2. That Strahd has made a pact with death to obtain his heart's desire, or has therefore been transformed in any way.
3. That the Ba'al Verzi dagger used to kill Strahd's brother was last known to be in Strahd's possession.
4. That the woman Tatyana plunged to her death while attempting to escape the embrace of Strahd Von Zarovich.

By Order of Count Strahd Von Zarovich

As no locked doors, traps, illusions, or other bothers hindered our wanderings through the mansion, we found as well:

Three Oils of Fiery Burning	Wand of Paralyzation
Cleric Scroll of Raise Dead	Mage Scroll of Ice Knife
Mage Scroll of Burning Hands	Mage Scroll of Chill Touch

At last we met the Burgomaster and spoke with an elven mage who expressed interest in joining our party. Later, perhaps, I replied. At the moment we were more interested in meeting this Strahd, of whom we had heard so much.

- **N5** on the map of the Burgomaster's Mansion shows where we met the

Burgomaster and his guest, the elven mage known as Glorianna.

Incredible as it may seem, the Burgomaster passed to us an invitation from Lord Strahd himself.

Unto the Visitors in my Land, Count Strahd Von Zarovich, Lord of Barovia, sends greetings.

Gentle Travelers, I pray you accede to my humble wish, and meet with me tonight in Castle Ravenloft. Your activities have brought many Questions to my mind. As you, in turn, must possess certain curiosities about me, I feel a friendly interview to be in order.

My carriage shall bear you to the Castle in both comfort and safety.

It is therefore in pleasurable anticipation of our conference that I await your arrival.

Count Strahd Von Zarovich.



Agreeing without argument, we soon found ourselves transported high into the mountains, toward Castle Ravenloft.

Castle Ravenloft, the First Visit



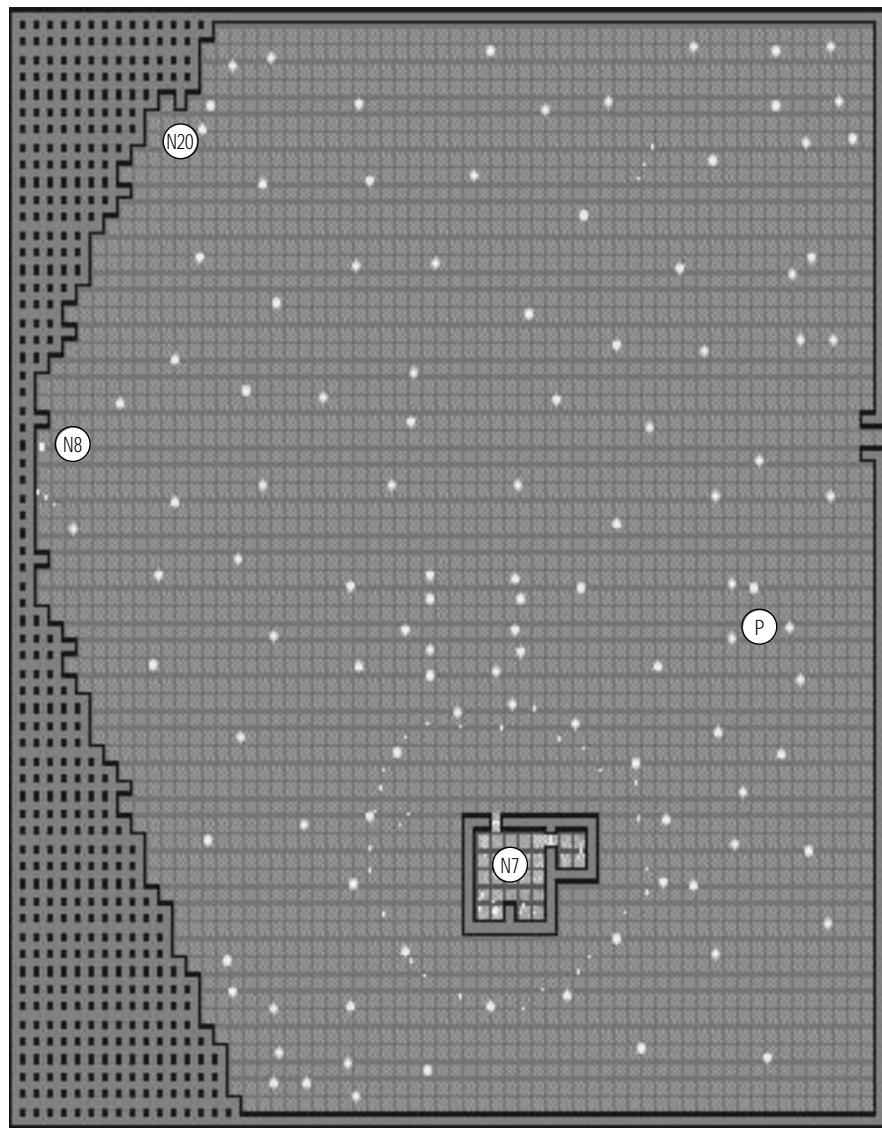
Strahd's Dining Room

Synopsis

We received no greeting upon entering the castle, and many areas we might wish to explore proved blocked by suits of standing armor, creatures we later came to know as “doom guards.”

Strahd awaited us in the main dining room. He informed us of the treacherous nature of the land and how none might escape, save through certain mysterious portals.

With unexpected generosity, Strahd gave us a seal by which we might enter the Caverns West of Barovia and there find one of the portals of which he spoke.



Wooded Area West of Barovia

Synopsis

In order to reach the caverns of which Strahd had informed us, we made our way west of Barovia into a wooded area. These woods, infested by a preponderance of skeletal bats, proved yet more dangerous at night when werewolves appeared. Still, we kept to our course and proceeded west.

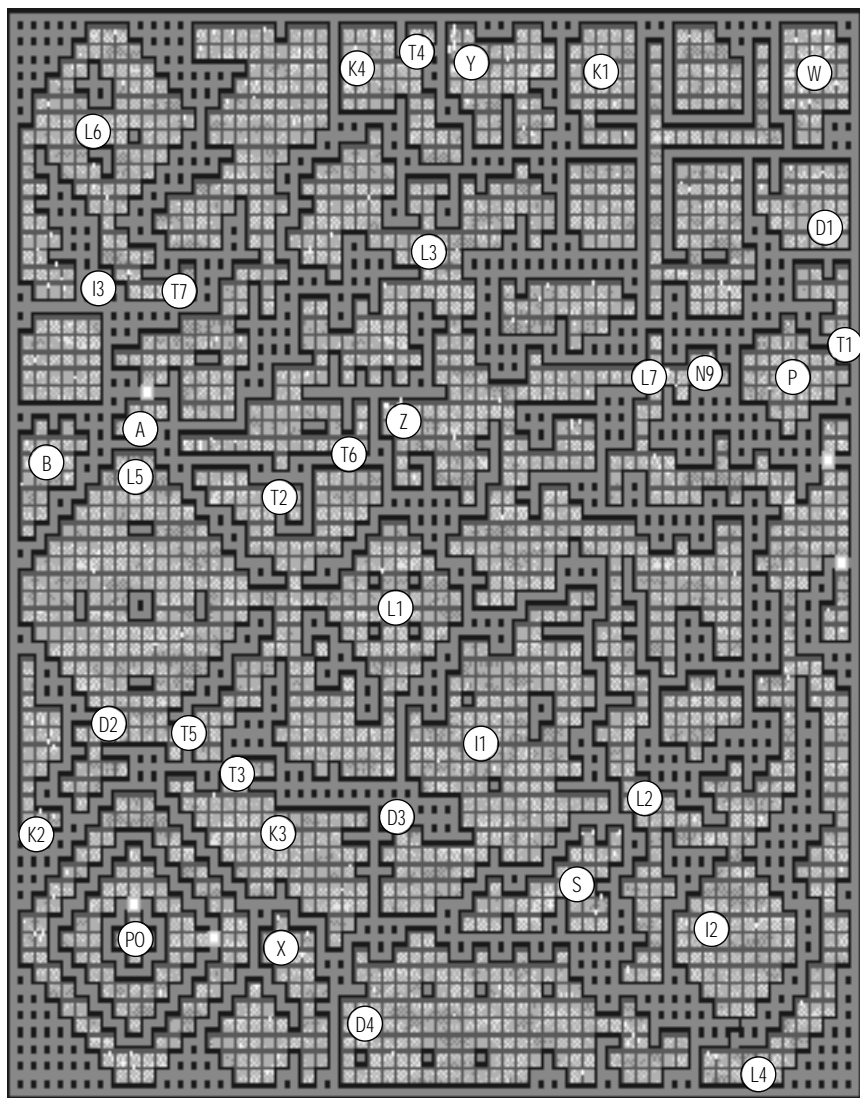
Wooded Area West of Barovia

Skeletal bats, werewolves, and one albino werewolf roam these woods.

We headed west, stopping but briefly to talk with a mad mage, and meeting at the end of the woods a mysterious, wandering adventurer.

- **N7** on the map of the Wooded Area West of Barovia marks the house of the mad mage known as Ryszard.
- **N8** is the position of the wandering adventurer, Irmgarde.

Note: **N20** marks the position of the Werewolf's Cave, a side quest further explained in the section "Side Quests," starting on page 109.



Caverns West of Barovia

Synopsis

Outside the caverns we met a wandering female cleric by the name of Irmgarde. In conversation we learned she alone might admit us to the location of the portal, and so Irmgarde joined our party. Her sullen ways upset Velika greatly, and so it came that the female dandy we had come to respect left our party to make a home for herself in Barovia.

Just inside the entrance of these caverns we met Vladislav, apparently an agent of the Burgomaster. So insistent was he in accompanying us that Fhalken left us as well. Perhaps the prisoner of the goblins did not trust Vladislav, for he too made his way back to the village and home.

Caverns West of Barovia:

Beware bone golems and skeletons. We fought bone golems defending the keys to the various sections of the cavern. The cavern proved to be broken into four areas, and leading to each stood a door beyond which we could not pass without a key.

Note: It is necessary for Irmgarde to join the party, or they will be unable to reach the portal at PO. Vladislav must join the party to continue the quest.

Whenever the party attempts to take on more than four members, you are asked which present member you wish to drop from the party. The original members from Elturel may never be dropped; however, when other NPCs leave the party they will inform the party where in Barovia they may be contacted at a later time.

Note: Two types of spinners are encountered in the Ravenloft game world: 180 degree spinners and 360 degree spinners. One way to deal with 180 degree spinners is to inch forward onto the spinner, then back up after being spun around. Once off the spinner, turn around and continue forward. 360 degree spinners are very difficult. It is often pure luck which allows one to enter and exit such a trap still heading in anywhere near the correct direction. One strategy is to run down a corridor laid with spinners in a zig-zag fashion, hoping the combined effect of the spinners will be to straighten your course.

• **P** From our starting position, marked P on the map of the Caverns West of Barovia, we used the key Strahd gave us to enter a room to the west. Here we met Vladislav.

• **N9** The position where the Burgomaster's man, Vladislav, joined the party.

• **K1** The first jade cavern key, which opens the door at D1.

Going through D1, we stepped into the teleporter at location T1 which teleported us to location L1 near the map's center. K1 then opened D2, allowing access to another jade cavern key at K2.

• **K2** The second jade cavern key. With the second key, we went to the teleporter at location T2, north of K2, which teleported us to location L2. Also at K2 lies a *wand of fireballs*.

• **L2** From this location, we proceeded north into an alcove where we found a pull rope. Pulling this rope opened entrances to the west. Moving west, we opened the door at D3 with the key found at K2, where another jade cavern key awaited us at position K3.

• **K3** From position K3, we moved north to a nearby teleporter at location T3 which took us to location L3. North of this position stood a door requiring the key found at K3 to open. We then continued north of location L3 to find the last of the jade cavern keys at K4.

• **K4** After finding the last of the jade cavern keys at K4, we found the teleporter marked T4 in the north corner of the room, and teleported to location L4. From L4, we used the key found at K3 to open the door immediately to the west. We continued west, and then slightly northwest to the door at D4, which is opened by the key found at K4.

• **T5** The teleporter at this location transported us to location L5.

• **T6** The receiving area for this teleporter is marked as location L6.

• **T7** The teleporter at this location takes the user to the location marked L7.

• **X** A special door through which our party could not pass without Irmgarde. Through that door and 2 illusionary walls lay the portal, shown as PO.

• **W** We found within these caverns a journal once belonging to a powerful wizard, a man as determined to leave the realm as were we. We also found the following items:

Dagger of Throwing

Mage Scroll of Detect Undead

Bracers of Defense AC 5

Two Oils of Fiery Burning

Ah, Ravenloft, she who clutches her children so tightly none may ever leave the dread shadow of her skies! No, allow me to take back those words, for seeing them in writing I know they are but bitter reminders of my own failures. To be sure, Ravenloft is difficult to escape. A few portals exist, of that I remain convinced — exits as uncommon as the one-way gates which sometimes lure newcomers to our land. I once slew a wereraven beneath the full moon of a certain month, but the shining, hollow circle which appeared lay above me, at the pinnacle of a rocky crag. By the time I climbed the distance it had vanished. It opened once, then disappeared forever. Many another ritual, including gifts of blood, have sputtered and failed in the same manner, leaving me bitter but with enough heart to continue my fevered search.

Lifting the curse of Alabain, acquiring Trimia's Catalogue of Outer Plane Artifacts, finding the date of the Great Alignment of Southern Stars, which of these — my future schemes — holds the most promise?

Throughout the caverns we found many items, and fought bravely to acquire them! Some proved very useful, including those found in a secret room shown on the map as S.

- **I1** Wand of Magic Missiles
- **K2** Wand of Fireballs
- **L2** South of L2 in corner: Keoghtom's Ointment
- **I2** Mage Scroll of Knock
- **I2** Mage Scroll of Wizard Lock
- **L1** Cleric Scroll of Raise Dead
- **I3** Wand of Enemy Detection
- **I3** Cleric scroll of Cause Critical Wounds
- **I3** Long Sword
- **A** Mage scroll of Haste
- **A** Mage scroll of Dispel Magic
- **A** Mage scroll of Hold Person
- **B** Mace +1
- **B** Cleric scroll of Raise Dead
- **S** Cleric Scroll of Cure Serious Wounds
- **S** Two Cleric Scrolls of Cure Disease
- **S** Wand of Fireballs

In the southwest corner of the caverns lay the entrance to the portal; just outside the door we found a key.

- **X** Church Vestibule Key. Though it seemed we were about to escape this evil land, I trusted fate little. I pocketed the key for whatever value it might later have.

- **PO** marks the room we entered and stepped through the portal.

At this point the smooth progression of our travelers' tale ended. As best I can determine, their journey through the portal took them no farther than the Wooded Area West of Barovia, already explored.

- **P** is the position on the map of The Wooded Area West of Barovia where the party reappeared.

Vladislav had vanished! And in disgust at their failure, the sullen Irmgarde stormed off!

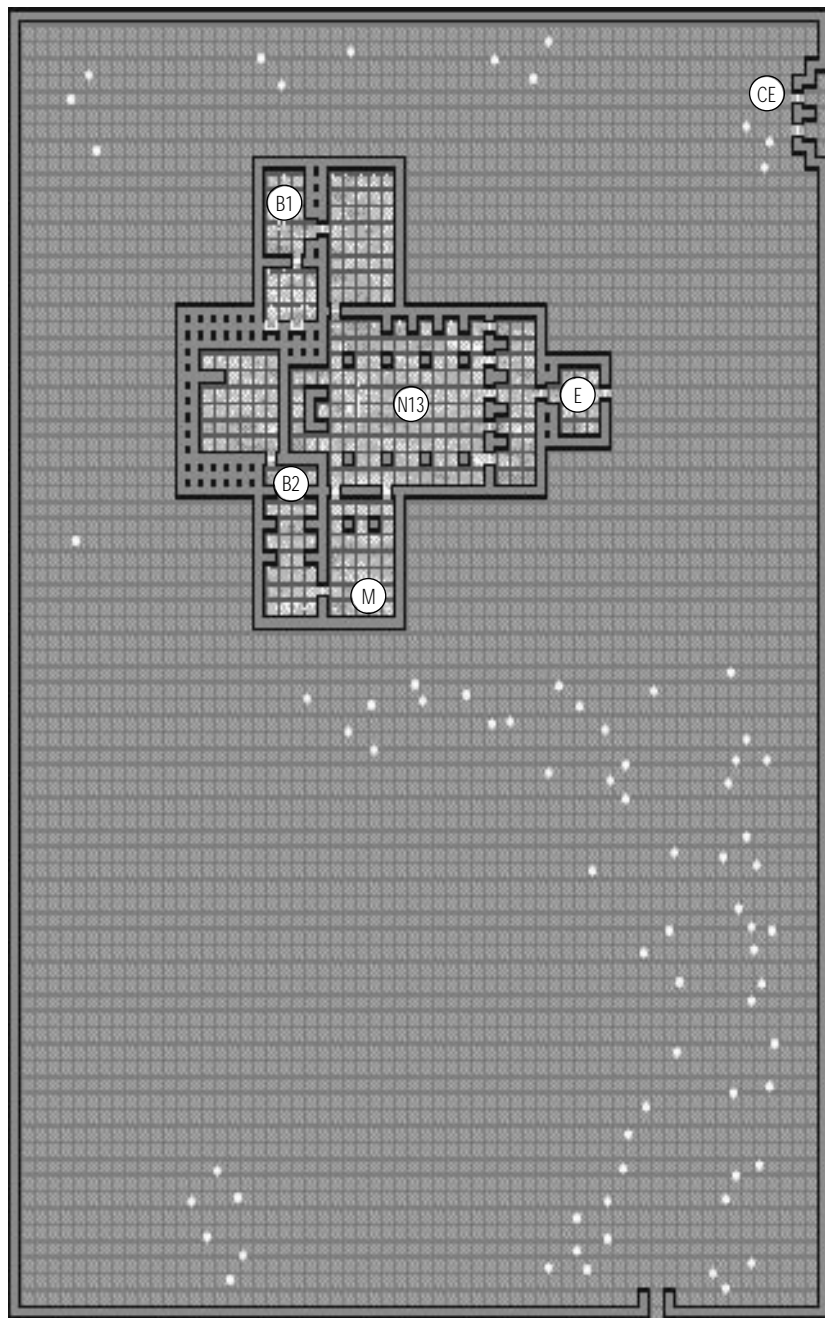
It took the party some time to recover. In the center of Barovia, just south of the town square, at the tavern known as the Blood on the Vine, they found Fhalken's home and encouraged him to rejoin the quest. To the east of the tavern they located Velika's residence and persuaded her to rejoin the party as well.

- **N2** on the map of the Village of Barovia shows the location of Fhalken's home.

- **N4** on the map of the Village of Barovia shows the location of Velika's home.

From there the party wandered, without plan, until they found the entrance to the Old Church Grounds in the northeast corner of Barovia.

- **CH** The entrance to the Old Church Grounds.



Old Church Grounds

Synopsis

We walked the church grounds and there encountered zombies and ghouls, though we believe these horrors appear only at night on the once sacred grounds.

The church itself lies in the center of the grounds, with its main entrance facing east.

Only by the use of the Church Vestibule Key, found outside the door to the portal in the caverns, were we able to enter the church.

The Priest of the Old Church



Old Church Grounds

On the grounds, beware of zombies and ghouls. Once inside the church, prepare to meet hell hounds and skeletal bats.

- **E** The entrance to the Old Church on the map of Old Church Grounds. The church vestibule key is required to gain access to the inside. Once inside, we found a priest at position N13. He proved unresponsive, and so we continued north, where we found the Writ of Instruction to Trimia's Catalogue. The door to the west of the Writ led us into a room with a hidden button at B1.
- **B1** The position of the hidden button. When depressed, this button opened a door to the south where a number of useful potions lay, including three *potions of healing* and a *cleric scroll of raise dead*.



The Writ of Instruction:

If you would open the gates of Trimia's Catalogue and travel safely where the magical tome may choose, know that possession of the book itself is but a single step. No less than five offerings, gathered together, are necessary to bring the forces of this great work to bear. Find these:

1. One gem whose blush is deeper than the setting sun's; a stone of red and fiery cut whose value outweighs a fortune in precious gold.
2. A finely crafted elven piece, into the encircling beauty of which have been worked the purest ores of white gold, gold, or platinum.
3. The feather of a wereraven.
4. "The Mists," a card from a Vistani seer's Tarokka deck.
5. A symbol of truth, honor, and religious devotion, but one stolen from its rightful owner, then set free from evil hands. Only then will this item — when combined with the other four — release its holy power and awaken the forces of the Catalogue.



It seemed we had found another way to escape! If only we might find this catalogue and the offerings of which it spoke.

Soon after we found a mirror in which the poor priest's soul had been trapped. This lay in a room off the main floor to the south.

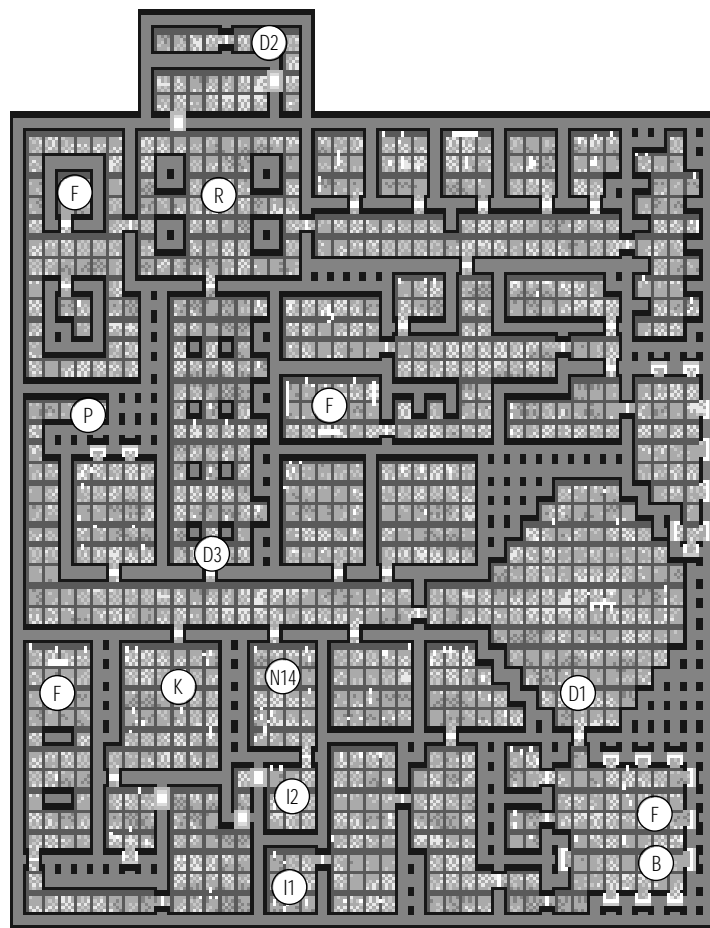
• **M** The Mirror of Life Trapping. From there we went through a door to the west and turned north until coming to a hidden button along the west wall at position B2. Entering the room, we found a text next to stairs leading down to the level below. It was the Tome of Evil Artifacts and Cursed Items. The book told us how to free the priest.

Of the Mirror of Life Trapping:

Reflections do trap the soul. They lure in mirrored brilliance that faithful part, until the grip of life trapping stills the heart. He who has fallen victim to this fateful art shall wait within the surface of the looking glass through all eternity.

He may be freed neither by innocence nor by blood. Alas, reflection's grip may be broken only by certain words of power, boldly spoken in the presence of the mirror! These words are inscribed herein, but one page past.

To our despair, the page to free the priest had been torn from the book! At least we had found the stairs leading to the lower level of the Old Church, and after gathering up our courage, we descended into a realm of zombies and skeletons.



Old Church, Lower Level 1

Synopsis

The sight of the spell-bound priest and the cries of his spirit, trapped forever in the mirror, worked heavily on our hearts. We could not leave before finding some way to free the poor old man.

In the level below the main floor, we found the answer. The first page from the Tome of Evil Artifacts had been torn into four fragments and scattered about the lower level.

Old Church, Lower Level 1

Zombies and skeletons lurk here. Beware the Zombie Lord.

- **P** We came onto this map from the west, then moved south until a corridor going east appeared on our left.

In this corridor we opened the first door on the right (all doors here were opened by the use of a pull chain unless noted otherwise). Within this room lay a key.

- **K** The Gold Church Key. From here we moved south through a door, then turned east to make our way through an illusionary wall. We continued south until reaching a west-bound corridor.

Just past the door to this corridor, three buttons were positioned along the north wall and four along the south wall. All but one shot a fireball at our party when pressed. When going west down this corridor, pressing the second button on the left opened a door at the end of the corridor. Beyond this door lay a parchment fragment labeled F.

- **F** From this position we reversed our course and made our way back to the central corridor where we had begun our explorations of this level. Now we opened the second door on the right.

- **N14** marks the position of a pile of bones, the significance of which we did not know at the time. No ordinary *raise dead* spell could affect them. South of N14, through a door, we found Van Richten's Tale of Strahd at position I2.



Let history record that so many died in the treachery of that fateful day that we have no witness beyond the words of our Lord Strahd as to what truly happened. And none more is required.

On the day of the wedding between our Lord's brother Sergei and the woman Tatyana, the blade of a Ba'al Verzi assassin was driven into Sergei's heart. Though it is recorded that Strahd did all that was possible to comfort Tatyana, investing his whole soul and being in the effort, the loss of her betrothed proved more than she could bear. Seeking to join Sergei in the world beyond, Tatyana leapt from the overlook of Castle Ravenloft in a fit of grief.

On that same day a full and bloody struggle for power erupted within the castle, the true agents of treachery revealing themselves as they made their attempt to bring our Lord down to ignominious defeat. They failed. Since that rueful day, Strahd Von Zarovich has ruled in silence, wielding uncontested power and justice from Castle Ravenloft. To say otherwise is treason.

From the room where the bones lay, we moved north back into the corridor and kept moving east until reaching a large chamber. Upon entering, we found a pull chain on the far east wall.



Note: Many doors on this level can be opened by the Gold Church Key, and others by the use of a pull chain. One door, labeled D1, was critical to the party's search and did open by use of the Gold Church Key.

- **B** After pressing the hidden button at this position, we found that the doors to two rooms south of D1 had opened to the west. In one of these rooms we found a special *Scroll of Atonement* and a *Rod of Smiting*. In the other lay Trimia's Catalogue. Another parchment fragment, F, lay near position B.

At the sight of Trimia's Catalogue, none of us held back our smiles. We now had the catalogue and its instructions. If only we found the proper offerings, this dark realm might hold us no more!

- **D3** Returning to the main corridor again, we now tried the third door on the right and proceeded north along a lengthy corridor.

- **R** In room R, a pull chain on the southeast pillar opened a door out of sight, but through which we would later need to pass. From R, we headed west through a door operated by a pull chain.

Moving south through the next room, we found a special *scroll of remove curse* and another pull chain which opened a passage to the north and another parchment fragment, labeled F. Unfortunately, the zombie lord guards this treasure.

We headed east and returned to position R. Through the door to the east we took the first door on the right and went south as far as we could go, then west into a room where the final parchment fragment lay.

These bits of parchment turned out to be the missing page needed to free the priest's spirit from the Mirror of Life Trapping. And so we returned to the main level to complete that act of mercy.

- **I1** A number of useful cleric scrolls.

- **D2** In the northwest corner of this level, we came across a door hidden by illusionary walls. To reach it we traveled through an illusionary wall to the north of room R and through one other such phantom barrier.

I was certain it led to another underground level, yet at the time we had no key with which to gain access.

Returning to the main floor of the church, we soon stood before the Mirror of Life-Trapping, at position M.

After placing all four fragments in the Tome of Evil Artifacts, we saw that they formed a phrase:

At dusk, the cock crows. At midnight, the mirrored sun!

By standing directly in front of the mirror and using the book, we freed the old priest's soul. We returned to the main altar area, and there the priest stood for the first time in years.

He told us of a vicious attack by Strahd, and of his novitiate, a young cleric whose bones lay on the level below. He urged us to resurrect the lad, and though we agreed to try, we knew the means to do so were at that moment beyond our ability.

All this poor priest could give us in return for his life was a key to the cemetery grounds. In time we learned how important a gift it was.



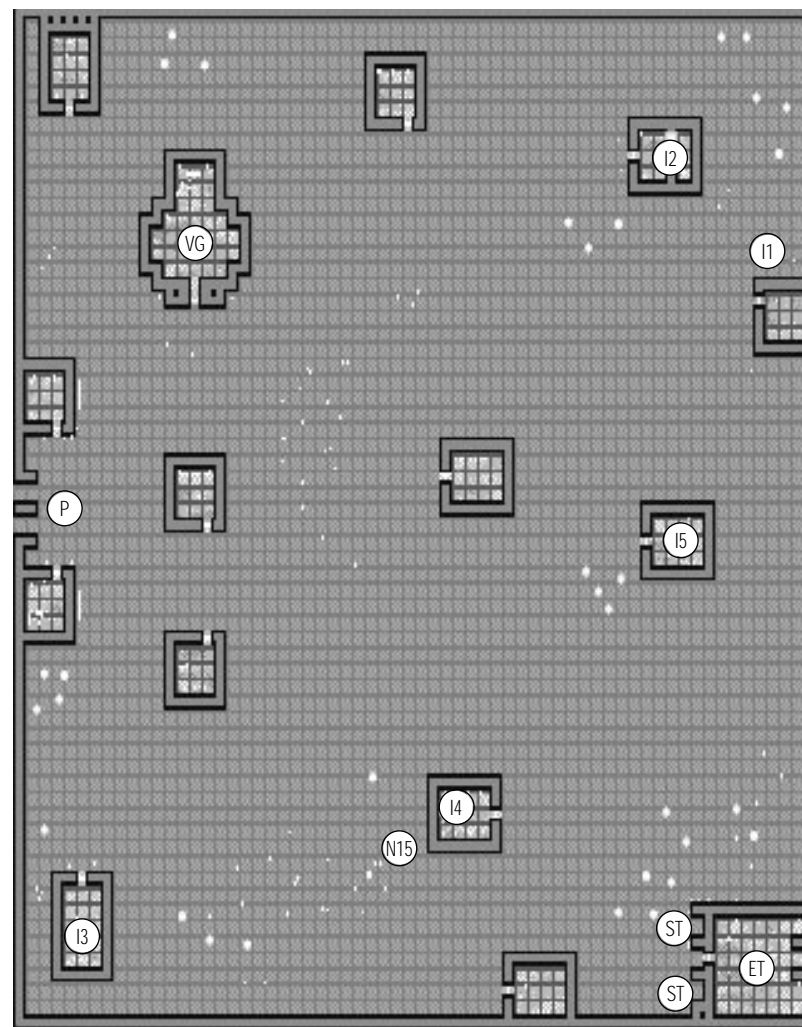
The Jeweler's Ghost

From the church, the party returned to Barovia, intent on finding a place to rest. As they reentered the town, the large building at J caught their attention. It seemed a mansion. Here the fateful decision was made, and they circled the building to enter from its western door.

A vengeful spirit inhabiting this home leapt out at them. The ghost of a slain jeweler took control of Beatrice and by threatening her, sent them off on a search for the vault of the jeweler's murderer, Victor Grymig.

In the jeweler's home lay the key to Grymig's vault.

— Van Richten



Cemetery Grounds

Synopsis

The incident with the jeweler's ghost sent us off in a wholly unexpected direction. From the northeast corner of Barovia we followed a road leading past the abandoned church. Fighting off zombies and ghouls, we continued northeast until we reached the cemetery grounds. Here the key given to us by the priest proved its worth, for by its use we entered Barovia's land of the dead.

Cemetery Grounds

Beware ghouls and vampires. When within the vaults of this ancient place, watch for skeletal bats, ghouls, vampires, a ghoul lord, skeletons, and a banshee.

Though we passed Victor Grymig's vault in the northwest section of the cemetery grounds, we first searched to the northeast in order to acquaint ourselves with the lay of the land. We found gold.

- **I1** Pouch of Unusual Golden Dust. The spirit threatening Beatrice grew impatient, and we knew what had to be done. We entered the vault to the northwest.

- **VG** The door to Victor Grymig's Vault. Here we used Victor Grymig's bone vault key.

A ghoul lord in command of ghouls attacked. We soon recognized the ghoul lord to be Victor Grymig. Velika fell in battle, but we avenged her and the jeweler both by destroying him.

In the tomb lay two chests, in one of which another pouch of golden dust was found.

The goods hoarded by the ghouls proved impressive, but one of the most important later proved to be the *Rod of Rebirth*.

Upon our defeating the ghoul lord, the spirit of the jeweler released Beatrice from his influence. He gave up to us a key, one which would unlock a door in his mansion. Behind it, he said, lay some great treasure.

- **I2** In the northeast of the Cemetery Grounds, our party came upon a small vault. After entering this vault, we moved forward through an illusionary wall where we found a valuable cache of cleric scrolls.

- **I3** At this location we found a *mage scroll of ice storm* and a *quarter staff +1*, both of which we decided could be very useful later.

- **I4** I cannot tell you how fortunate we felt we were when we discovered an *axe of hurling* just lying here at this location.

- **I5** Here we found a *mage scroll of lightning bolt* and a *ring of wizardry*. I don't think that I need to tell how useful these items are sure to become.

After a rest, we headed toward the southwest (for no better reason than that I had become disoriented and thought the quickest route to Barovia lay in that direction).

- **N15** As we walked we chanced upon a grave robber. After almost coming to blows with this unsavory character, we came to see in him the quality of bravery. After losing Velika, the need for a fourth member in our party seemed strong, and Vuko came with us.

In the southeast, the tomb of an elven warrior stood before us, guarded by the statues of two elven maidens.

- **ET** The entrance to the Elven Warrior's Tomb. We found an epitaph carved into the wall of the sepulcher. It read:

In death our sister wards below,
secure in this, her
lover's tomb.

Her voice an angry, grieving shadow raised to avenge her
lover's doom.

Her cry, a wail through all eternity, doth shriek, doth slay
the intruding foe, at this place where evil jealousy did deal
the evil blow!

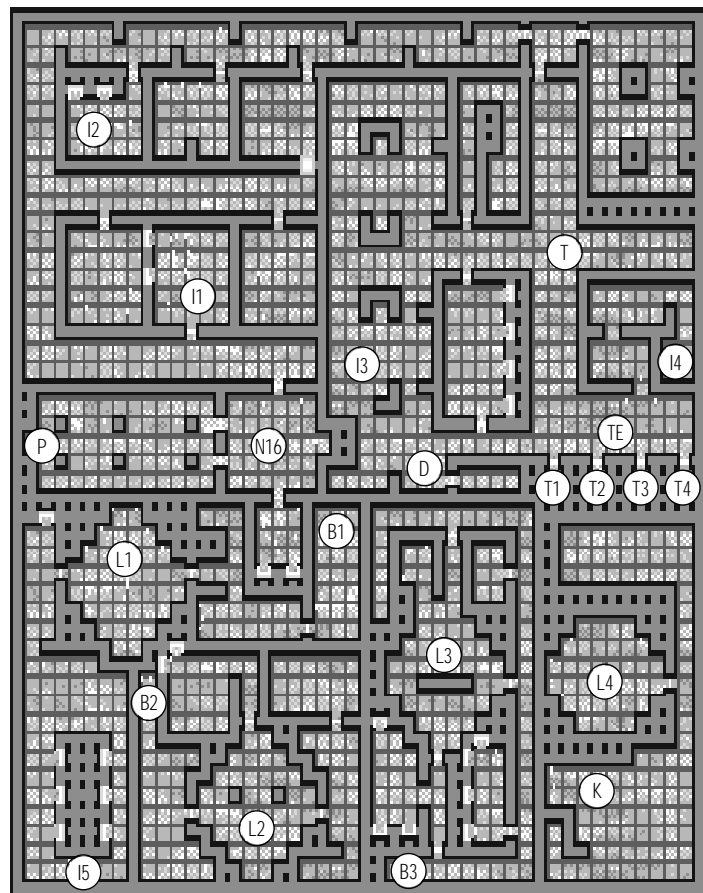
In death, elves to Avernaith must go, but this our prince
denied. So here, with faith, through darkest fate, we stand
watch in immortal pride.

Dust to dust, our blessing gains a magic to calm our
sister's soul.

And then below, seek out the sign that to Avernaith will
release us all!

The answer to speaking with the statue guardians lay in the two pouches of unusual golden dust found earlier on the Cemetery Grounds. We sprinkled one upon each statue and then passed safely into the lower depths of the tomb.

After speaking with the statue guardians at ST, we realized a banshee lay in wait below, and that unless we sought the blessings of these guardian maidens, the banshee might finish us all!



Elven Warrior's Tomb, Lower Level 1

Synopsis

Within this magnificent tomb, the ghost of an elven warrior greeted us. He told a sad tale. Betrayed by his friend and lord, he lay within a tomb warded over by the ghost of his devoted love and her sisters. The sisters we knew as the statues outside. His love had become the banshee who might have destroyed us if not for our gift of golden dust to the twin statues.

If only we might find the elven warrior's signet, lost on the level below the first, he and the sisters might yet journey to Avernaith, that paradise where elves go at the end of their long lives.

Ghost of the Elven Warrior



Elven Warrior's Tomb, Lower Level 1

Beware werebats, wights, and pyre elementals.

- **P** From the entrance we ventured down a long hall. Ahead of us lay doors operated by a button, and beyond these waited the ghost of an elven warrior at the center of a large chamber. He told a tale of such sorrow that we agreed to aid his tortured spirit.
- **N16** This position marks the position where we met the elven warrior. From here we ventured to the north, then down a westbound corridor. We opened the first door on the right (I1) after turning into the corridor. Our party then proceeded west to the end of the hall and then north as far as we could go. A button at the end of the eastbound corridor opened a door to the east. We went through, turning south immediately and going through a door. We kept moving south.
- **T** Turning east at position T, we made our way down the eastbound corridor past lightning bolts and spinners to reach the button at the end of the hall.

Note: Two types of spinners are encountered in the Ravenloft game world: 180 degree spinners and 360 degree spinners. One way to deal with 180 degree spinners is to inch forward onto the spinner, then back up after being spun around. Once off the spinner, turn around and continue forward. 360 degree spinners are very difficult. It is often pure luck which allows one to enter and exit such a trap still heading in anywhere near the correct direction. One strategy is to run down a corridor laid with spinners in a zig-zag fashion, hoping the combined effect of the spinners will be to straighten your course.

After pressing the button at the end of the eastbound corridor, we turned south to position TE and ventured into an area where four doors hid four teleporters. The button we had pressed at the end of the trap-laden corridor had opened the door to the first teleporter.

- **TE** Entering the open door to the first teleporter at location T1 transported us to location L1. After reviewing my notes, I realize that from L1, our true task was to reach the hidden button at B1, for this hidden button would open the second of the four teleporter doors. To accomplish this we simply moved from L1 to B1 by opening the doors along the way. All of these doors were operated by buttons.

- **B1** After hitting this hidden button, we walked in the direction of L1, but this time veered to the north and the teleporter which would take us back to the corridor of the trap and the four teleporters awaiting us.

As expected, the door to the second teleporter at location T2 lay open, and entering it took us to location L2, a room in the southwest.

- **L2** From L2, we exited by the west door, proceeded north to the end of the corridor and hit B2, the button we were now sure would open the third teleporter door back near the lightning trap.

Near L2, we found plate mail, a shield, and a battle axe.

Returning to B2, we exited this time by the east door and south to yet another teleporter. As expected, this one returned us to the corridor with the trap and the row of teleporters. This time, the door to the third teleporter lay open before us.

- **L3** After entering the third teleporter at location T3, we came out at location L3, and headed south through two doors, then west to B3.

- **B3** This hidden button opened the fourth and final teleporter door in the corridor with the trap. Returning to L3, our party exited by the north door, and proceeded first west and then south down a hall to yet another teleporter. It sent us back to the trap and the now open door of the last teleporter.

- **L4** The last teleporter at location T4 sent us to position L4, and from there we exited through the east door, traveling south into a room where the Iron Elven Tomb Key lay.

- **K** The Iron Elven Tomb Key. From here, a teleporter in the southwest corner of the room sent us back to the trap-laden corridor. This time, however, we ran for position D and the door to the next level.

As we traveled back and forth through this elaborate maze of connecting teleporters, we came across:

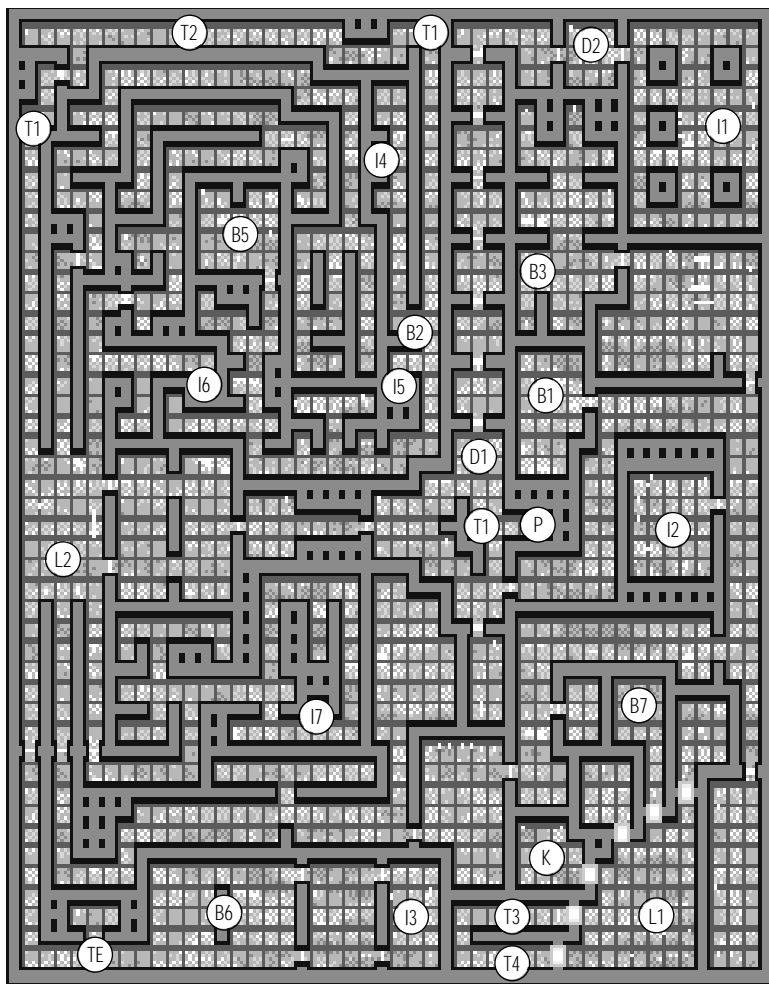
- **I1** A supply of arrows, including *arrows of undead slaying*

- **I2** Two *Javelins of Lightning*

- **I3** *Mage Scroll of Wizard Eye*

- **I4** *Mage Scroll of True Seeing*

- **I5** A pouch containing a *Ring of Free Action*



Elven Warrior's Tomb, Lower Level 2

Synopsis

On the lower level of the Elven Warrior's tomb, a new puzzle awaited us. As had the one above, this involved a series of hidden buttons and the doors they triggered in sequence. What required days of trial and error on our part, however, is here set down as though obvious from the start.



Elven Warrior's Tomb: Lower Level 2

Here dwell spectres and pyre elementals.

- **P** Right to the north of where we entered this level at position P, stand seven doors arranged in sequence down a long corridor. All of these had to be opened before the Elven Signet could be found.

- **D1** The beginning of the sequence of doors leading north.

The hidden buttons opening these doors are marked as follows: B1 opens the first door, B2 opens the second door, B3 opens the third door, etc. The last button of course, B7, opens the last of the doors.

Along our way to accomplishing this seemingly simple task, two traps lay in wait.

- **T1** Fireballs shoot south down this corridor.

- **T2** A spinner is located in this northwest corridor.

We found it necessary to pass the traps at T1 and T2 in order to press the buttons at B2 and B5.

- **TE** Finding the last of the hidden buttons proved a puzzle in itself. At position TE on the map lay a teleporter which took us to position L1. From L1 we passed through illusionary walls to position K, where we found the Green Key and the button at B7.

To escape from position L1, we went through an illusionary wall in the southwestern corner of the room, at the very bottom of the map. Here a teleporter at location T3 took us to position L2. The teleporter at location T4 takes its user back to location TE.

- **K** The Green Key at this position opens a door at D2.

- **I1** The Elven Signet lay in a room just east of D2.

Along the way, Fhalken fell in battle. If not for Beatrice's *cleric scroll of raise dead*, he might never have seen the treasures we chanced upon, including:

- **I2** Wand of Fireballs, Elven Chain Coif, Elven Chain Mail

- **I3** Mage Scroll of Ice Storm, two Cleric Scrolls of Cause Light Wounds

- **I4** Battle Axe +1, Shield +1

- **I5** Bag of Holding with eight sling stones

- **I6** Sling pouch, Seven Sling Stones, Luckstone

- **I7** Cloak of Protection +2

After taking the signet to the elven warrior, he gave us his blessing freely. Somehow the elf returned objects in a nearby niche to their former glory, including an ancient elven crown of exquisite craftsmanship! I recognized it at once as the second item necessary to activate Trimia's Catalogue!

A finely crafted elven piece, into the encircling beauty of which have been worked the purest ores of white gold, gold, or platinum.

- **P** The doors leading back to the world above proved a welcome sight.

With the elven warrior's thanks, we left the tomb. Our hearts soared at the knowledge he and his love at last journeyed toward Avernaith.

Taking quick stock of our situation, we realized yet another good deed lay in the offing. Beatrice informed me that the *Rod of Rebirth* taken in our battle with the ghoulish lord was exactly the device by which the young cleric might be resurrected.

We headed west for the Old Church.

The party returned to Lower Level 1 of the Old Church. Once again locating the bones of the young cleric, they used the Rod of Rebirth they had found in Victor Grymig's vault to bring Mischa back to life.

Mischa told them the truth. Strahd, he said, had become a vampire lord!

While they did not accept Mischa's offer to accompany the party, they did thank him for the gift of a key. It was the key to a gate at the northern end of Old Svalich Road. Beyond that gate lay Castle Ravenloft!

Before reaching the road, the party returned to Barovia. They entered the mansion of the slain jeweler.

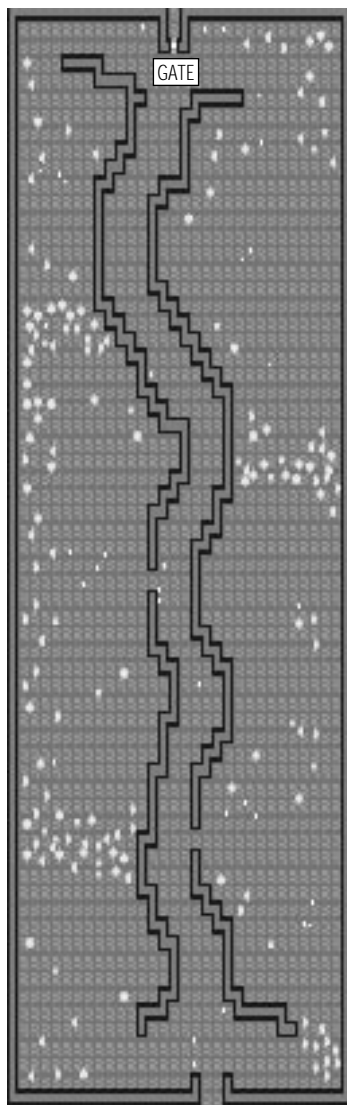
- **J** The Jeweler's Mansion on the map of the Village of Barovia.

He had given them a key for their service in destroying the ghoulish lord, and now that key opened a room in the mansion. Within that room lay a single ruby.

One gem whose blush is deeper than the setting sun's; a stone of red and fiery cut whose value outweighs a fortune in precious gold.

It was a gem so wonderfully cut that Key de Effer recognized it instantly. Here, he knew, lay the first of the items needed to activate Trimia's Catalogue.

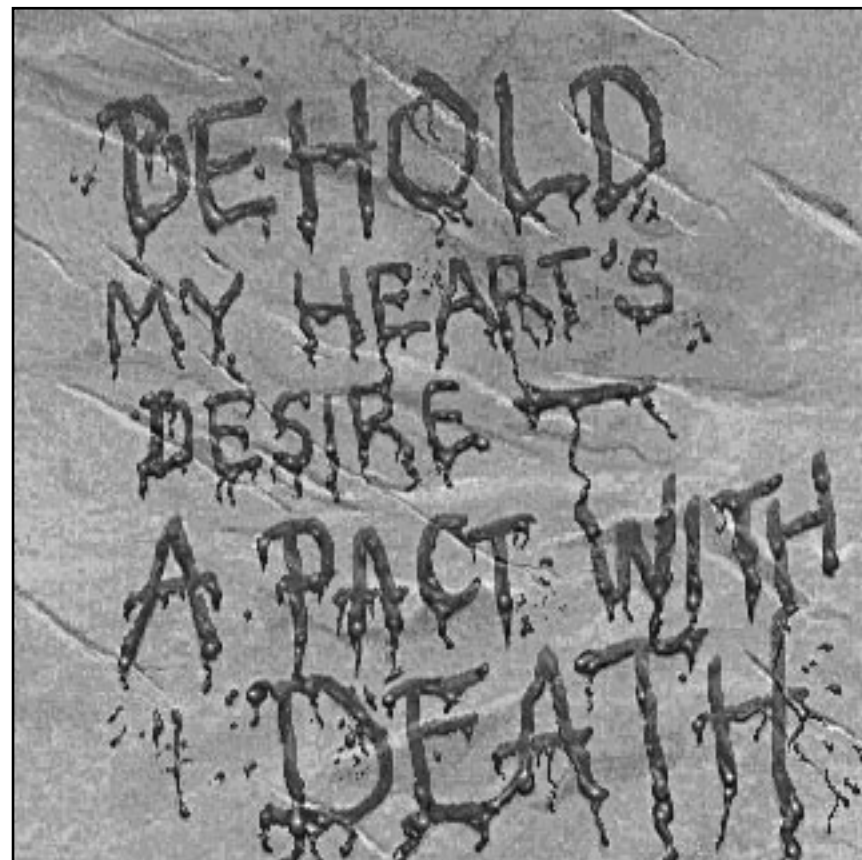
— Van Richten



Old Svalich Road North

Synopsis

The road north of Barovia appeared less traveled than the southern section by which we entered town. Following this road lead us to Strahd's castle, and with the key Mischa had given us, we were able to pass through the gate which rose up to block our path.



A Pact with Death

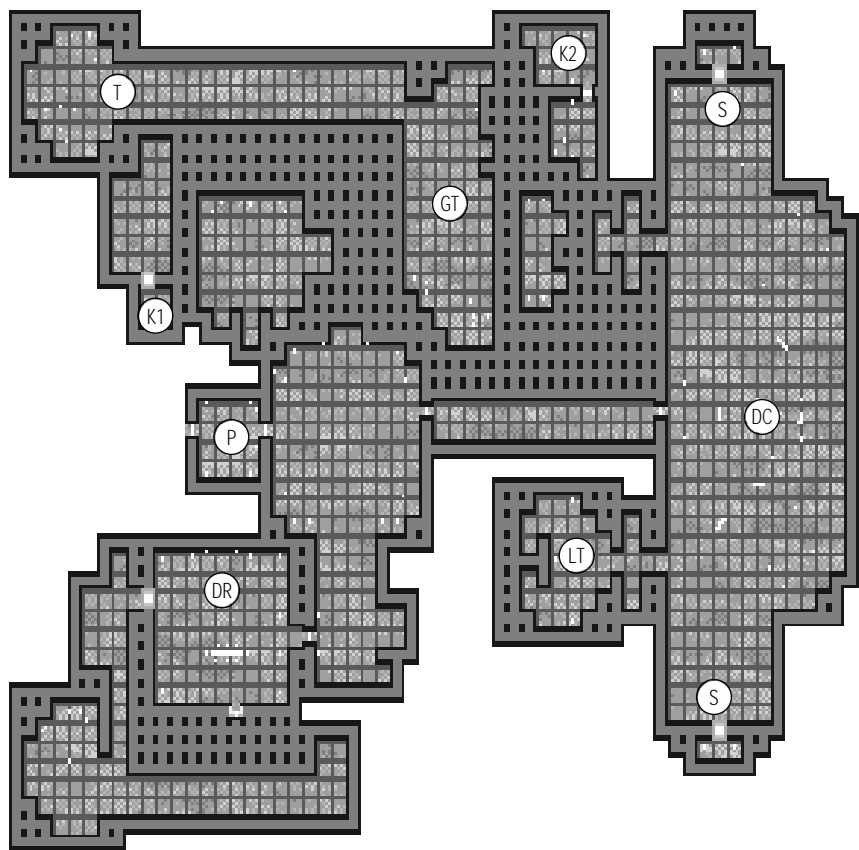
Old Svalich Road North

Worg wolves and zombies hunt the area beyond the road's walls.

Aside from battles with worg wolves and zombies, our trek to the north proved uneventful. Eventually we came to a large gate bounded by impenetrable walls. Posted signs boldly proclaim this as "Castle Ravenloft."

- **GATE** The gate leading to Castle Ravenloft.

Uninvited, but determined to confront Strahd, we stepped within the halls of the great castle.

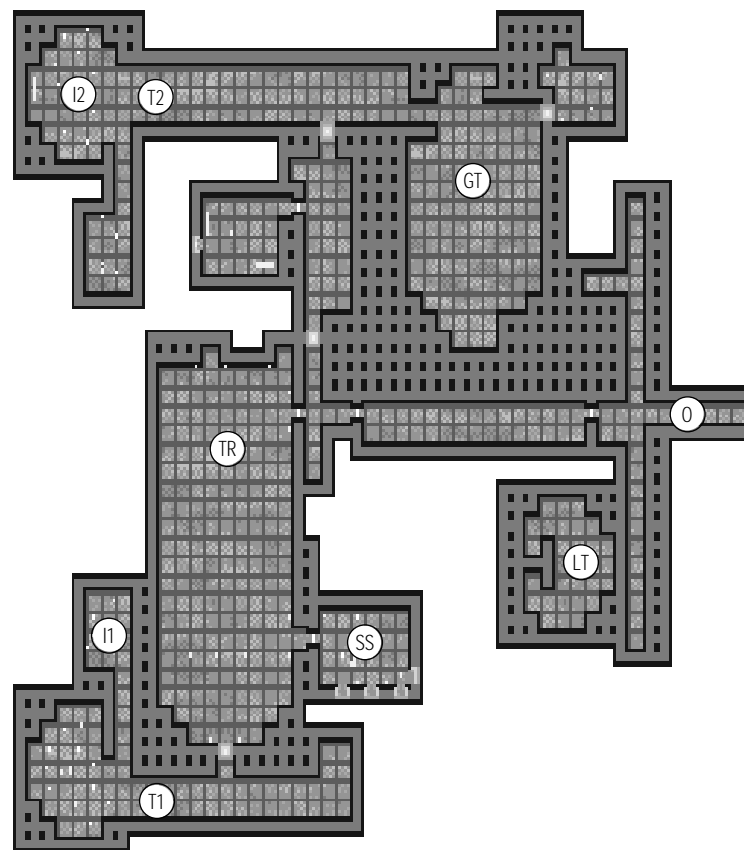


Castle Ravenloft, Main Floor

Synopsis

Once again we moved about within Strahd's castle, but this time we did so less politely and with greater results. We were determined to find our way, to explore the place!

In time we would come upon a wereraven imprisoned within the castle's Main Tower. We freed him from his chains and from the torture inflicted upon him by Strahd's inquisitor. Little did we know at the time, but without this act of bravery on our part, the quest would have been lost!



Castle Ravenloft, the Court of the Count

Note: In this section, two maps are presented at once because of the unique nature of the puzzle the party found themselves forced to solve. In order to accomplish their goal, it was necessary for the party to move quickly from level to level within the castle. Yet what they accomplished on the first two levels only prepared the way.

Castle Ravenloft, Main Floor and Court of the Count

Gargoyles, zombie golems, and doom guards ward the Main Floor, while gargoyles and doom guards are joined by vampires in the Court of the Count.

- **P** After entering Castle Ravenloft on the Main Floor, we turned north, went up one set of stairs, then turned south to move up yet another set of stairs. At the end of the second set of stairs we found ourselves on the level above. We entered Strahd's throne room in the Court of the Count.

- **TR** Strahd's Throne Room.

Leaving the throne room through the east door, we turned north and moved straight through two illusionary walls. Our next course was east, into the castle's Main Tower.

- **GT** The Main (or Greater) Tower of Castle Ravenloft.

At the southern end of the tower we found stairs leading back down to the Main Floor. From position GT on the Main Floor, we headed west into a trap.

- **T** The trap was a corridor down which lightning bolts hurtled with deadly effect. At the northern end of the corridor we found four hidden buttons (near T on the map). Pressing the third button from the left opened a secret wall below T. We were able to avoid the lightning and reach the buttons by staying to the center of the corridor.

- **K1** After moving south through an illusionary wall, we proceeded to the position marked K1, where we found the Blood Bat Key guarded by two zombie golems.

Returning from K1 to the Main Tower at GT, we made our way up the stairs in the northern corner of the tower, again entering the Court of the Count.

From the position marked GT on the map of The Court of the Count, we went through an illusionary wall to the east and took the stairs in that small room, heading down and back to the level below (the Main Floor).

- **K2** By the series of actions just described, we found the Castle Ravenloft Tower Key at position K2 on the Main Floor of Castle Ravenloft.

Before leaving the Main Floor, our party came across a few other locations of interest:

- **DC** In the desecrated chapel, we found a document entitled "I, Strahd," the words of which revealed a tale of unusual sorrow and bitterness. Across this parchment, written by a hand all too calmly at its work, lay the reason for every shadow in this realm.

One morning in the second half of the year 350, my brother Sergei entered my study in a mood too cheerful to bear, too bright and youthful to tolerate. He'd met a girl from the village of such virtue and beauty he planned to marry her. I was furious. Sergei, destined to embark on a life of service to the church, was to be our Most High Priest. He had already been given the Priest's Pendant to wear as a symbol of the approaching ceremony, and here he was bubbling over with ludicrous devotion to a peasant! Less than a week later he brought this wretched embarrassment of his (named Tatyana) to my castle, and I . . . I fell in love!

I say it simply because it happened simply. At the first sight of her, I knew she was as far beyond ordinary beauty as the luster of a jewel is beyond that of polished glass. From that moment on my brother became no more than a cold obstacle to me, and Tatyana became my life.

— Strahd

- **S** The two positions marked S, to the north and south of DC, are secret rooms which can be entered through illusionary walls. One contains a number of useful healing potions.

Other locations not essential to our quest, but of interest on the Main Floor proved to be:

- **DR** At this position I have marked the dining room where we sat as guests of Strahd on our previous visit.

On the level known as the Court of the Count, we found the overlook.

- **O** Here lies the castle overlook. It is where Strahd's love, Tatyana, leapt to her fate.

We retraced our steps from K2 on the Main Floor to Strahd's throne room on the level above. Once at position TR in the Court of the Count, we went to the southeast corner of the room and through a door leading east. This took us into Strahd's study.

- **SS** Strahd's study appears at this position on the map of the Court of the Count. Here we found papers being prepared by the Lord of Barovia for inclusion in his personal journals.

These notes are to be added to my folios when a final disposition in the matter of Azalin, the Lord of Darkon, is achieved. When I contemplate that lich, the fashion by which withered flesh clings to his bones, his stench of mold and decay, and when I think of his great power, I despair. The land betrayed me in bringing him to my world.

It has come to my attention that a brazen female, an assassin by trade, stole from Azalin two objects of necromancy. Further, my agents among the Vistani say this woman escaped the realm entirely with these objects!

How she escaped and the exact nature of the items remain a mystery. In any event, were these necromantic pieces in my possession they may provide a long awaited advantage over the Lord of Darkon. I must have them! Today, the faithful Vistani have informed me of new travelers through the land, along with a curious note from a gypsy seer about objects of power returning to the realm. Are they the same? Will a few lost fools at last deliver Azalin's power into my hands?

What did this tell us? As we made our way along, the arguments grew heavy among us. They concerned the truth buried in Strahd's notes. That his words refer to the assassin who assaulted Lord Dhelt, and even to the stolen holy symbol of Helm, of that I have no doubt.

Were the objects stolen from us when we entered this land now in Strahd's possession, including Dhelt's holy symbol?

The *mage scrolls of stonesskin*, *lich touch*, and *claws of the umber hulk* lay in the vicinity of Strahd's notes.

Before leaving the Court of the Count, a few other items of interest presented themselves.

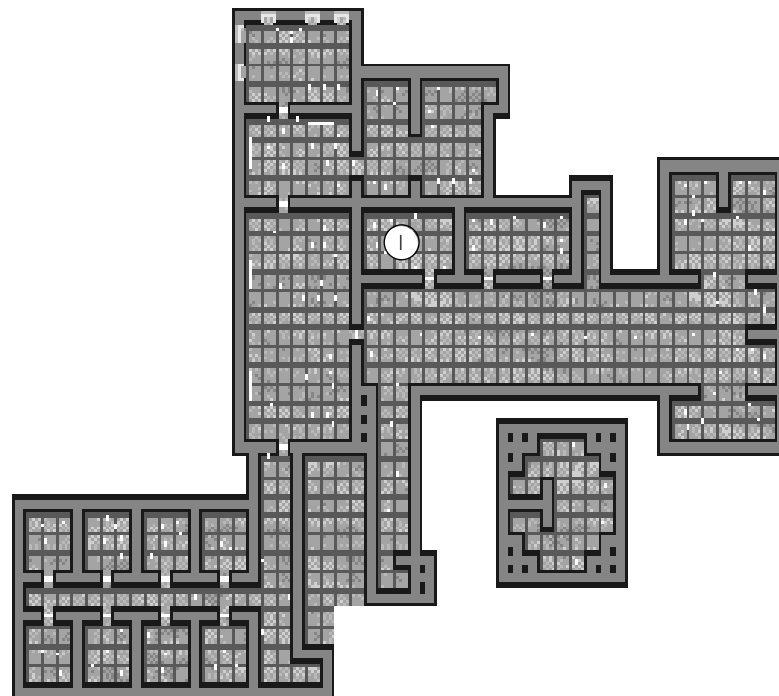
- **T1** From position TR in the Court of the Count, we moved south through an illusionary wall, then turned west to where we found what turned out to be a series of hidden buttons on the north wall. Hitting the first button caused a wall to vanish, revealing yet another button.

As we pressed the buttons sections of wall to the north vanished, allowing us to step around a series of teleporters. Had we walked down the corridor without pressing the buttons, we would have been teleported backward along our path. This pattern continued until the final button opened the way for us.

- **I1** Our reward for puzzling out the mystery of the hidden buttons was some jars of *Keoghtom's ointment*.

- **T2** Northwest of position GT on the level of the Court of the Count lies an array of spinners. To make our way through this corridor, our party ran at angles, hoping the spinners might turn us straight. Luck and much trial and error got us through.

- **I2** The item at this location proved useful: a *potion of giant strength*. It also awaited us northwest of position GT.



Castle Ravenloft, Larders of Ill Omen

Synopsis

In all I believe the exercise of entering this level similar to walking into a dead end. Little of interest awaited us. Had we better known our way through Strahd's labyrinth, I might have insisted we go directly from the Court of the Count to the Rooms of Weeping.

continues...

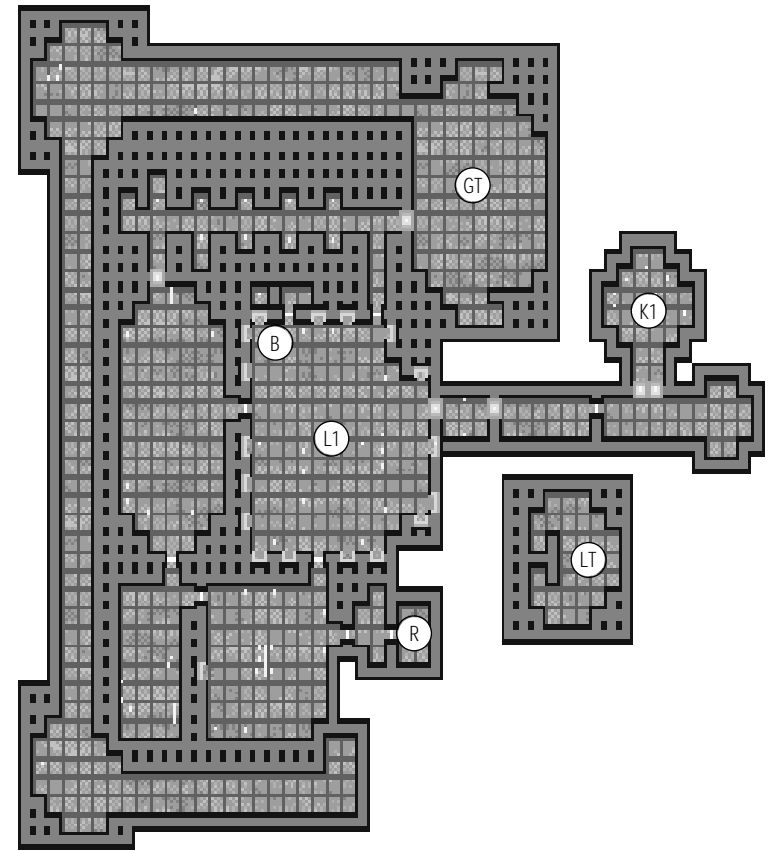
Castle Ravenloft, Larders of Ill Omen

Wights, skeletons, and vampires awaited us.

To enter this level we went south from position K2 on the Main Floor of Castle Ravenloft, through a door and down stairs into the Larders of Ill Omen.

A cleric's scroll proved our only reward for braving the dangers of this level, and it was not worth the effort. Had we known how ill stocked these larders were, we would never have ventured into them. Our best course would have been to go directly from the Court of the Count to the Rooms of Weeping, and that is the part of the tale on which I shall concentrate.

- **I** At this position was found a *cleric scroll of raise dead*.



Castle Ravenloft, Rooms of Weeping

Synopsis

One more level of this vast castle to explore! Destroying Strahd's minions and puzzling out the labyrinthine design of his home became tiresome. Weary of battle, we sought the evil heart of the land. Where was Strahd, that we might destroy him?

continues...

Castle Ravenloft, Rooms of Weeping

Though harried by attacks from zombie golems, vampires, and gargoyles, our party made a few mapping results of note.

From the throne room, TR, in the Court of the Count, our party went to Strahd's Study, SS, and up the stairs in the south of that room to position R in Castle Ravenloft's Rooms of Weeping.

- **R** From this position on the map of the Rooms of Weeping, we went west into a large room, and from there north into Strahd's Library.

- **LI** Strahd's Library. Here we chanced upon a piece of correspondence yet to be sent. It was a note from Strahd to his Vistani allies.

Dear Madame, though I think of you often, it is with regret I manage to write so infrequently. It is also true that securing reliable delivery for my correspondence has become difficult.

On more than one occasion your talents have proven of value to me, as have your readings of the mystical Tarokka cards. I believe your ability to see into our future remains unparalleled in the present age.

Without your people — the venerable Vistani — as my allies, I would find my grasp on the land falling away in bits and pieces, like autumn leaves. Your information on the intruders from beyond our borders has aroused my curiosity unlike any event in recent times. Thus, when this message is at last presented into your hands, a bonus of great measure beyond our regular agreement will accompany it.

My Undying Regards,

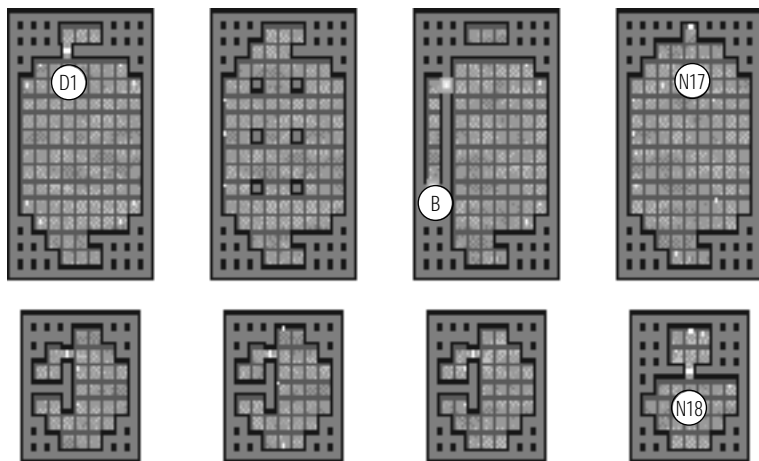
— Strahd

We also found a *cleric scroll of raise dead* at LI.

After this we moved east through illusionary walls and a door, turning north through more illusionary walls until coming to position K1 and the Silver Tower Key.

- **K1** The Silver Tower Key. At this position we also found a *wand of fireballs* and a *cleric scroll of raise dead*. After finding this key we returned to position LI in Strahd's Library and went north through the easternmost door. Continuing north until we came to an intersection, we passed through an illusionary wall which led us back into the Main Tower at GT.

- **GT** From position GT on the map of the Rooms of Weeping, we took the stairs to the north up one level and into the true beginnings of Main Tower.



Castle Ravenloft, Main and Secondary Towers

Synopsis

We headed up and into the main tower of the castle. After the horrors we had already experienced, none of us knew what to expect as we made our way up the spiraling stairs of the tower. Yet here we found a poor creature in far more trouble than we. We came across a prisoner being tortured, and the demon inflicting this inhuman treatment was an inquisitor!

Castle Ravenloft, Main and Secondary Towers

Doom guards ward over these towers. An inquisitor works his evil tasks here.

- **D1** As soon as we entered and reached position D1, we found it necessary to use the Castle Ravenloft Tower Key (found at position K2 on the map of the Main Floor of Castle Ravenloft).

After entering the first tower room through D1, we located a stairway in the north end of the room which led up to yet another level. We repeated this procedure again, moving through the level above to a stairway at its northern end, then proceeded up to the third level.

- **B** On the third level it was necessary to move through two illusionary walls and to hit a hidden button at position B, thus gaining access to the stairs in the northern end of the third level. After this we moved up to the fourth and final level in the Main Tower. In this room, an inquisitor worked at its fearsome task.



The Wereraven Prisoner

- **N17** The position of the wereraven prisoner.

The inquisitor fought with deadly skill. Only after taking grave injuries ourselves were we able to defeat it and release the prisoner.

Once freed, the prisoner introduced himself as a member of a secret society known as "Ravenkind." He was a wereraven. Before our eyes, he transformed into a great bird and soared from the tower. Yet before the wereraven fled Strahd's imprisonment, he gave us one of his feathers.

More than a gesture, the feather served two critical purposes.

First, the wereraven told us to seek out Bray Martikova at the tavern known as the Blood o' the Vine. With the feather and a few secret words, we might invoke the aid of the Society of Ravenkind. The feather would serve as our introduction.

Second, the feather must without question be the third of the items necessary to activate Trimia's Catalogue.

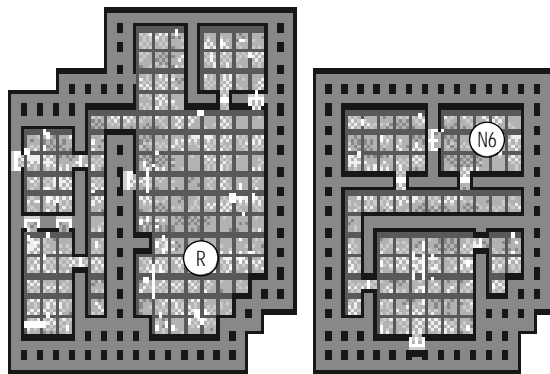


The feather of a wereraven.

At this stage but two items remained to be found!

- **N18** We met Anshelm here.

We retraced our steps and left Castle Ravenloft. At least we had a promise (of sorts) that the Society of Ravenkind might help us in our quest. As we found ourselves exhausted and battle weary, it seemed the best thing to do.



Blood on the Vine Tavern

Synopsis

We made our way to the inn known as the Blood on the Vine Tavern. A large building, it sits near the town square at the center of Barovia. Fhalken and Vuko smiled all the more frequently as we approached the tavern. For them it was not a question of aid from the Society of Ravenkind, but the thought of Barovia's famous brandywine which drew them on.

Blood on the Vine Tavern

• **BOV** Blood on the Vine Tavern.

• **R** The tavern's gathering room and bar. Entering the tavern, we approached the bar and I spoke with the innkeeper, a man known as Bray Martikova. He recognized the wereraven's feather instantly. I continued as if I had known the man for years, making certain to place the word "nest" within my speech.

Bray responded in the tongue of wereravens, and I (remembering what the wereraven prisoner had taught us to say) did likewise.

Cautiously, Bray admitted his knowledge of the brother raven we had freed from Strahd's tower. The news had traveled quickly, as if it had wings!

Bray directed us to an abandoned warehouse at the southeast corner of town. There an agent of the Society would meet us. It was all the innkeeper could do for us.

Before leaving the tavern, Beatrice recognized among its customers the young Vistani we had met upon Old Svalich Road. He stood near the end of the bar. With the intuition of a cleric, she believed we would soon need the antidote to the fog he sold during his travels.

Though we spoke with the Gypsy, he refused to part with this precious potion for less than fifteen coins. It was a sum we did not yet have.

For Fhalken and Vuko, our pleasant stay at the Blood on the Vine Tavern was all too short, for their thirst proved great. Still, I encouraged them with thoughts of treasure and we once again stepped out into the harsh Barovian streets. To the warehouse!

• **W** The abandoned warehouse on the map of the Village of Barovia.

Note: Had the party wished to take on the elven mage Glorianna as a member, she awaited them in an upstairs room of the tavern at position N6.

The Member of the Keepers



The warehouse of which Bray Martikova spoke is known as "The Merchant's Pride." It sits among a grouping of three similar warehouses, all abandoned, though The Merchant's Pride lies in the southeastern most corner of the lot.

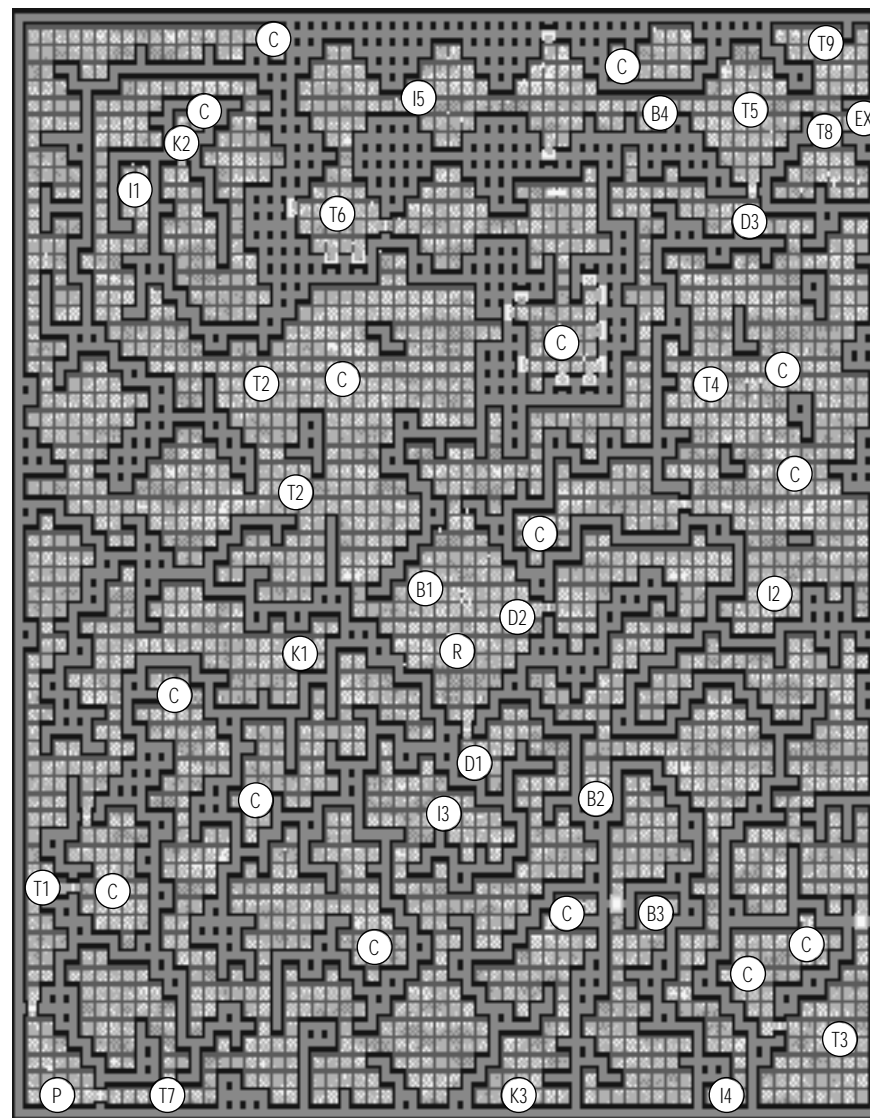
Broken Ones assaulted our party within the warehouses of this vicinity.

In the warehouse building to the northwest of position W, we found a *wand of fireballs*. It lay in the easternmost room of the building.

• **W** Within the warehouse we met a Member of the Keepers, of the Society of Ravenkind. At first he appeared to be no more than a brigand, but Beatrice convinced us to listen.

The member of the Keepers offered a sleeping potion to our party. If we agreed, all might awake in the presence of the Society's leader, and the aid Bray and the wereraven promised would be at hand.

A difficult decision, but we agreed. We accepted the offer of the potion, and when we awoke it was to face the Ravenlord!



Greater Catacombs Beneath Barovia

continues...

Synopsis

“Only one instrument, one icon of faith and of true fidelity to the ways of light may hold Strahd at bay. It is the *Holy Symbol of Ravenkind*. This fearsome object, crafted by the Most High Priest of the Realm in the days when Strahd was a mortal, now lies hidden from the light.”

These words, spoken by the Ravenlord, Pyoor Twohundredsummers, gave us hope. A powerful weapon in the battle against Strahd did exist! If only we could find it. Yet for the moment we ourselves were trapped, lost in a maze of caverns more complex than any labyrinth we had yet faced!

Greater Catacombs Beneath Barovia

Hellhounds, wraiths, and revenants make their home in these caverns.

- **P** The arrival of our party and our meeting with the Ravenlord.

From Pyoor Twohundredsummers, we learned the following:

Three manuscripts prepared by Sasha, a young priestess of Lathander Morninglord, detailed the whereabouts of the *Holy Symbol of Ravenkind*.

Sasha wrote two of the parchments in a magically encrypted text.

The parchments lay secure in the lowest level of the Old Church. Only the key Pyoor now gave us would admit us to the site. It was called the Forgotten Gold Church Key. In addition, he entrusted to our care a special reading device. With it, the secrets of the manuscripts would be revealed.

After this brief meeting, Pyoor Twohundredsummers and his agent teleported away. Pyoor left behind for us another key: the Ruby Catacomb Key. Yet now we found ourselves alone in caverns as dangerous as any place in Barovia.

We might have left the caverns quickly, yet to our surprise we found more than a handful of Barovian Coins strewn about the place. Beatrice insisted that we find each and every one, for she had not forgotten about the *Vistani's potion*.

- **C** The positions of the Barovian coins.

It was necessary to use the Ruby Catacomb Key to leave the area of our meeting with Pyoor. We headed north, to a position marked T1 on the map of the Greater Catacombs Beneath Barovia.

- **T1** Fireballs and spinners slowed our progress, but in this vicinity we acquired a Barovian coin and the Sapphire Catacomb Key. The coin lay directly to the east of T1.

- **K1** The Sapphire Catacomb Key was found slightly north and east of position T1. From K1 we returned to our starting point at P.

We moved east and northeast from position P, gathering two more coins on our way to position I3.

- **I3** *Potions of Healing*. We made our way from I3 to D1, where the Sapphire Catacomb Key opened the door to a large room at position R.

- **B1** In room R, finding the hidden button at position B1, we opened a secret wall to the south of the button and found another coin.

- **T2** We proceeded west into a trap of fireballs, but they could not stop us from pocketing the coin which lay in this area. From here we took a passage to the west, picking up two more coins as we reached positions K2 and I1.

- **K2** A hidden button next to the door gave us access to this room and there we found the Emerald Catacomb Key. Nearby at I1 lay a *wand of frost* and a *mage scroll of wizard eye*.

Returning to position R on the map, we used the Emerald Catacomb Key to open the door at position D2, then headed east and south to position B2.

- **B2** Finding two hidden buttons on the wall, we hit both and two nearby walls opened up. Moving south through the new opening, we made our way through one illusionary wall to position B3.

- **B3** This hidden button opened a passage to another Barovian coin. From here we marched south to position K3.

- **K3** The Onyx Catacomb Key. We also found adamantite plate mail and helm. From here we made our way to I4 where a valuable *shield of lightning protection* lay.

Making our way to the southeast corner of the map, we came upon yet another trap at position T3.

- **T3** Here we came upon a button which shot a fireball at the party when pressed, yet it proved necessary to press the button, for the door it opened led to the west and two more Barovian coins.

Returning to R, we went north toward position T4 where we found two more coins and were assaulted with yet more fireballs.

- **T4** A fireball trap, yet a hidden button near the door to the southwest of T4 opens a door to another Barovian coin.

- **I2** This marks the position of a *ring of protection +1* which lies within a pile of old bones.

Next we headed for position D3, a door requiring the Onyx Catacomb Key to open, and from there to position T5.

- **T5** Fireballs shoot west all along this corridor. At B4, a hidden button opens up the wall to yet another coin. We avoided the fireballs as best we could, going west down the corridor until the corridor turned south.

- **T6** A spinner before the door spun us around continually, making it all but impossible to hit the button near the door and thereby open it. In time, it became clear that another hidden button, this one capable of stopping the spinner, was on a wall to the west. Once through this door we had the last of the Barovian coins.

- **T7** At this location we encountered a 180 degree spinner trap.

- **T8** This location marks a 360 degree spinner trap. The button to turn this trap off is located on the north wall at location T9.

- **I5** This location marks where we found a chest containing a *mage scroll of death spell*, a *potion of healing*, and a *potion of extra healing*.

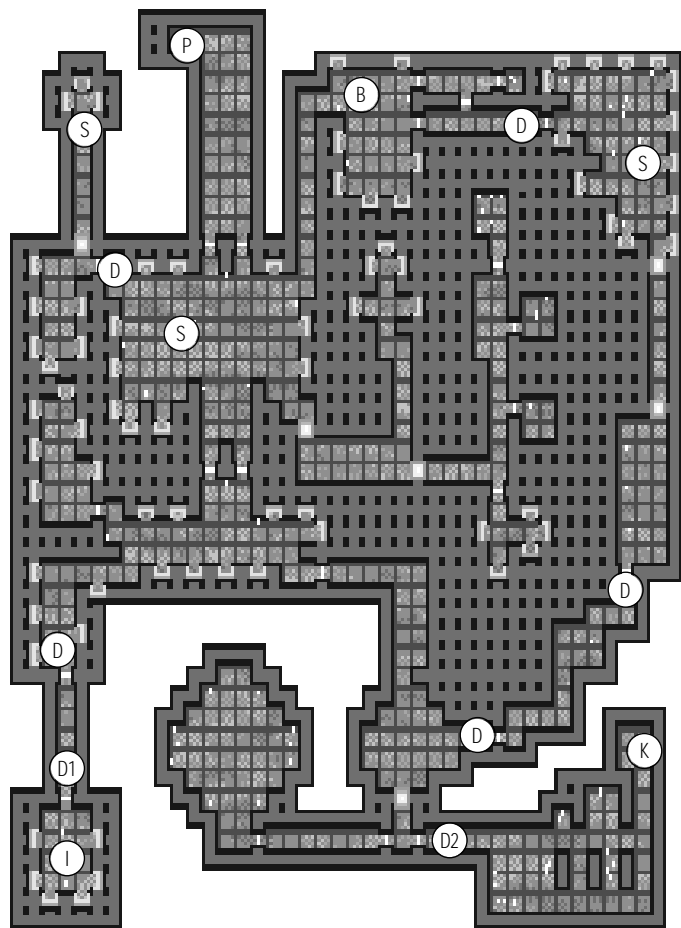
We made our way to the far northeast corner of the map and exited from the Greater Catacombs beneath Barovia.

As luck would have it, we found ourselves northeast of the Blood on the Vine Tavern, very near the road to the Old Church.

- **P** The position of our party on the map of the Village of Barovia after we exited the catacombs.

After a brief rest, we were on our way, returning to the Old Church. We went directly to Lower Level 1 and the door (D2) hidden behind illusionary walls. Once before we had stood before this unyielding door. This time, however, we had the second key given to us by Pyoor Twohundreds: the Forgotten Church Key.

- **D2** The door behind illusionary walls on the map of the Old Church, Level 1. The Forgotten Church Key opens this door. This door leads to location L2 and the level below.



Old Church, Lower Level 2

Synopsis

As Pyoor Twohundreds summers promised, the final level beneath the Old Church yielded up its secrets. After some searching, we had at last the three parchments of Sasha's lost manuscript. Two proved to be magically encrypted. Yet with the scrying glass in one hand and the manuscript in the other, we were able to read even these.

Still, it was as if Sasha had written in riddles. If the parchments revealed the location of the *Holy Symbol of Ravenkind*, they did so only in the most roundabout fashion.

Old Church, Lower Level 2

Shadows and Shadow Fiends lurk in this deep, forgotten place.

- **P** The starting position of our party on this level. From here we went south to the first position marked S on the map of the Old Church, Lower Level 2. Here we found the first of Sasha's Manuscripts, the only one which could be read without a scrying glass.

The Story of the Symbol of Ravenkind.

If you know nothing of Strahd; if you know everything, know this: today a piece of the sun has dealt a great blow to that beast of night. From crystal, leaping forth, a beam of brilliant, golden light sent Strahd to hiding, perhaps into long hibernation. Yet beware. When he wakes, Strahd too will seek the medallion whose power all but destroyed him: the Holy Symbol of Ravenkind. But I've hidden it, magically secreted it away with this note and two others the only clues to its whereabouts. Further, I have magically encrypted the text, keeping it safe from all — save those equipped with a piece of special note, a device enabling them to read my words.

— Sasha

From where we found the manuscript we went north to position B.

- **B** On the north wall we found two pull chains with a hidden button resting between them. The pull chain on the left opened two doors on the eastern end of the room, while the one on the right opened a door marked at position D1 on the map. The hidden button opened a door at position D2.

After working the pull chains and the hidden button, we returned to where we had found the first of Sasha's Manuscripts. From there we went south through double doors to a door in the southeast, then south again through an illusionary wall leading to the door at D2. At this position we found the Gold Teardrop Key.

- **K** The Gold Teardrop Key. This key proved valuable, as it opened for us all the doors I have labeled D, which blocked our way to the other portions of Sasha's Manuscript.
- **S** The positions marked S on the map reveal the locations of the three pieces of Sasha's Manuscript. Now that we had a key (the Gold Teardrop Key), capable of opening the doors leading to the other two manuscripts, it became a simple matter to find them.

The Ritual Directions.

Once twined around in stone, then twice, then thrice, then twice more in circumflexion, each circle of four waits within the greater ring — waits for the planting of the seeds. Aye, for only the seeds of divine light, of Lathander Morninglord, when placed to rest within the inner circles may free the prize. Planted within that shady circumference, one to each circle of stones, these four symbols will bring down the light, rending beauty to release the prize. Then behold! There the Holy Symbol of Ravenkind awaits.

— Sasha

The Location of the Symbol.

Where azure dome yields to constant gray, where sky and cloud are one and light is but a flash among the clouds, where death lashes brightly to the ground, go you there! Search below the thundering heavens for the prize. Amid the twisted wildwood, its guardian stands. One good, straight heart of oak waits proud and true, a beauty beneath the dread sky.

Go then to the gypsies, for from the Vistani alone may you acquire a certain potion, an elixir known to be the only passport through what mists shield the place. For only those guarded thus and true of heart may challenge the fog, that wall of poison which waits between you, the forest of the undead, and the prize.

— Sasha

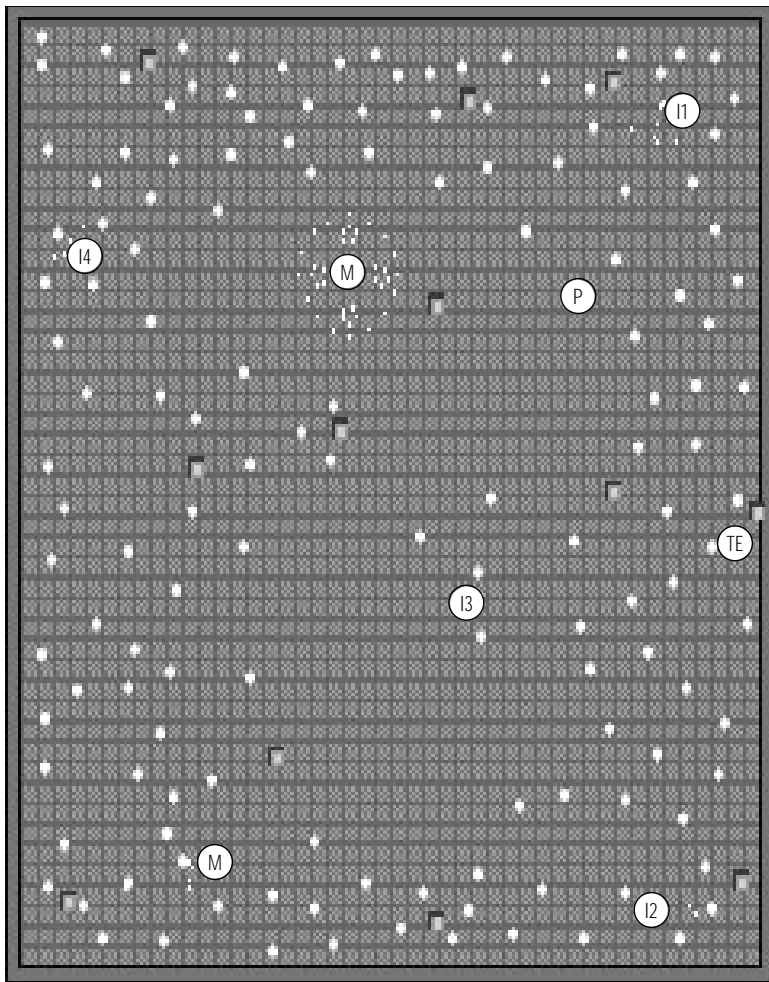
We understood only the reference to the fog and the *Vistani's* potion.

Seeds of divine light? Rings awaiting the planting of the seeds? Twisted Wildwood? The one good, straight oak? It all meant nothing. Every step which seemed to take us closer to our goal sent us instead into greater mystery.

- **I** At this location we found *Gauntlets of Dexterity*.

Returning to position P, we left the Old Church, Lower Level 2 and made our way through Lower Level 1 until we were back outside in the Old Church Grounds.

We returned to the Blood on the Vine Tavern. If the Vistani was still there, we had coin enough to buy his potion. But where would all this mystery take us then?

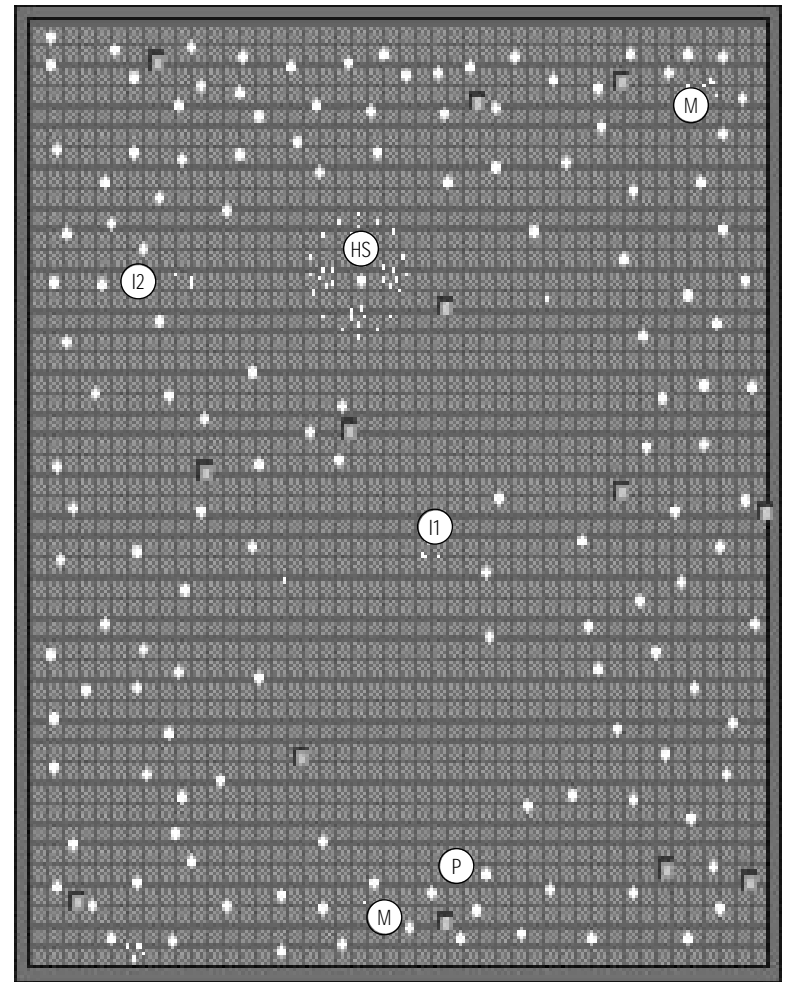


The Undead Forest in which the Party Appears

Synopsis

Once again we returned to the Blood on the Vine tavern in the village of Barovia. This time we sought out the young Gypsy, and in exchange for our fifteen coins, he gave us his most excellent potion, a counteraction to Barovia's deadly fog.

We drank the potion. As leader, I took the risk first, then passed the flask among the others. It did no harm that we could tell.



The Undead Forest in which the Holy Symbol Awaits

Synopsis, CONT.

Fhalken urged the most obvious course upon us. If we now shared an immunity to the fog, then why not explore its dangers? Upon leaving the tavern we headed for one of Barovia's foggy borders. It didn't matter which. The answer to Sasha's riddles lay in the mist!

The Undead Forest in which the Party Appears

Evil treants guard this dark and deadly wood.

We walked bravely into the mists and, after a short time, emerged into a gloomy wood.

Hideously twisted and malformed trees surrounded us on every side. Lightning struck constantly about, and more than once flashed close enough to do us harm.

At least one of Sasha's riddles became clear. We had entered the dark place where the *Holy Symbol of Ravenkind* lay hidden!

Though the party did not realize it, they were exploring two separate planes or levels in the Undead Forest. Hidden teleporters whisked them from one to the next, and so alike are the levels that no clue to their change in location was apparent.

At all times it was possible for them to pass back and forth between the levels by the mist teleporters whose locations I have so carefully researched. I believe there to be even more of these mysterious portals in the Undead Forest.

— Van Richten

• **P** From our starting point, we made our way to the positions I have marked with an M. For at each of these positions lay one of the seeds of the Morninglord. Near one we found as well a *wand of frost* and a dagger.

To the north of the map we came across a circle of stones which provided a useful delaying tactic against the treants. Only one or two of the monsters proved capable of getting within the stones at a time. This allowed us to concentrate our defenses against a few at a time.

• **I1** *Potions of extra healing* and a *cleric scroll of raise dead* lay on the ground.

• **I2** Two *cleric scrolls of cure serious wounds* lay on the ground.

• **I3** A *short sword +2* lay on the ground.

• **I4** Three *arrows +1* lay on the ground.

Were I to advise another party making their way about this Undead Forest, it would be to run headlong toward the positions of the seeds (M) and then, after gathering these seeds move to the position marked TE.

• **TE** At this position lay a mist teleporter which moved us closer to our goal.

The Undead Forest in which the Holy Symbol Awaits

• **P** From the position where the teleporter sent us, we headed northeast to find the next seed of the Morninglord. At this position, M, we came across as well several *cleric scrolls*, a mace, and a *potion of extra healing*.

• **I1** Two *mage scrolls of fireball* lay on the ground.

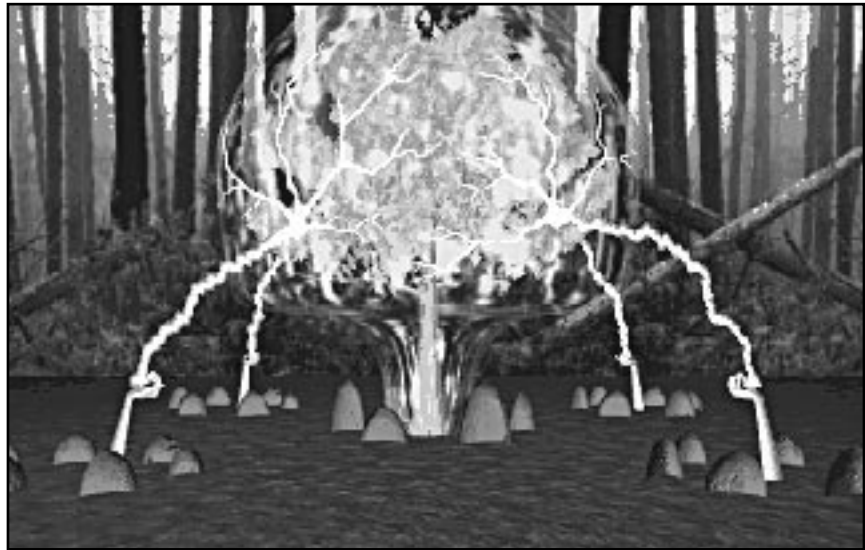
• **I2** A *cleric scroll of heal* and *flamestrike* lay on the ground.

The last seed of the Morninglord awaited us in the south central area of the map.

• **HS** At last we found the one good, straight oak mentioned in Sasha's Manuscript. It rose proud and strong to the north, above the center of the woods. And near it lay four small stone circles, the "rings" described in Sasha's text.

We placed one seed into each of the small stone circles.

Up rose four great hands to accept our gift. Then lightning split the tree in two, and there, suspended at the heart of the oak for all to see was the *Holy Symbol of Ravenkind*!



The Oak is Split by Lightning

At last we possessed the weapon Strahd most feared.

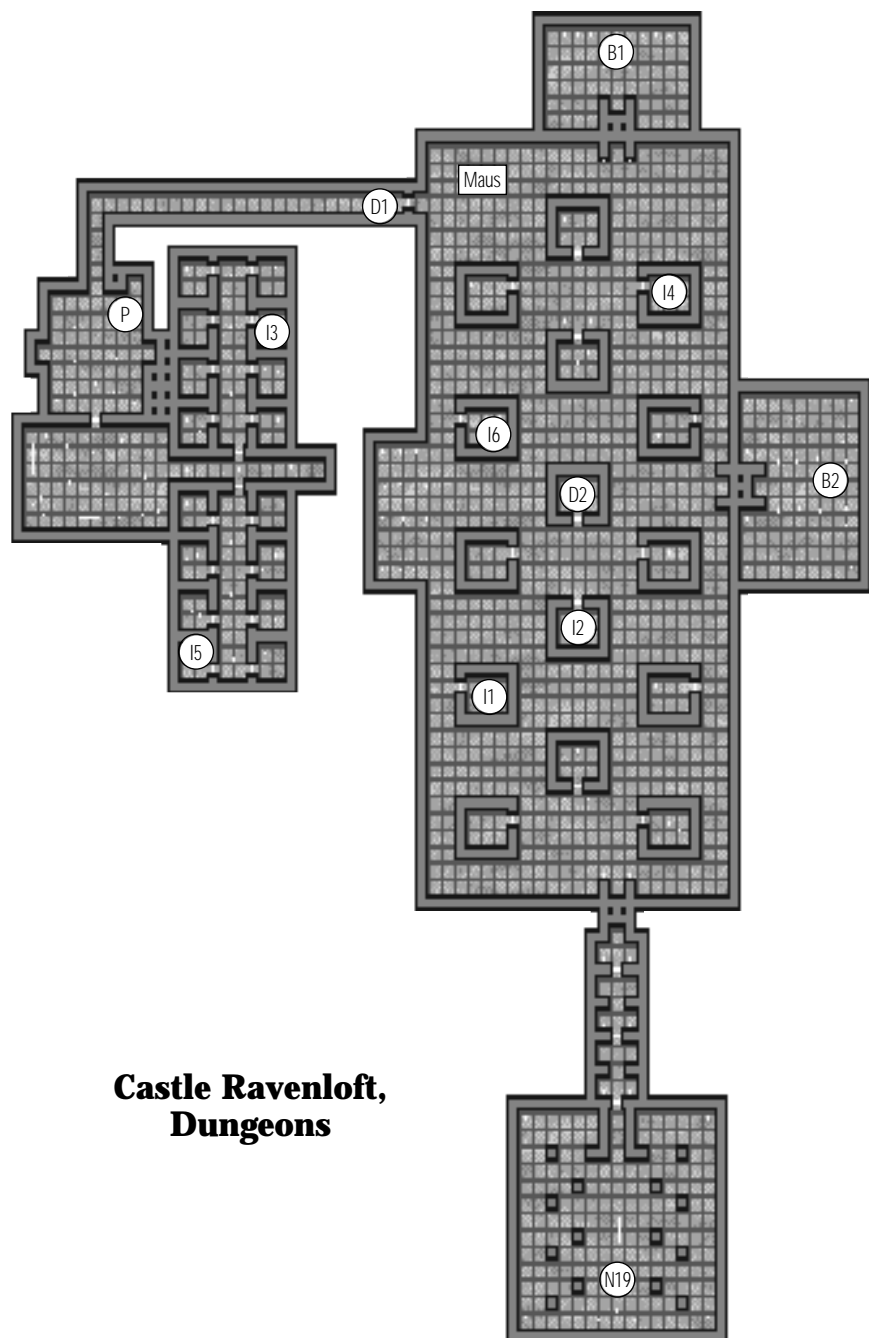
We left the forest in the same manner we entered, by walking into the bordering walls of fog. When the fog cleared, Beatrice recognized our new location as near Old Svalich Road North.

An agreement was reached without dissent. We marched north for Castle Ravenloft, and our final battle with Strahd.

Some confusion existed in the party as to whether the Holy Symbol of Ravenkind fulfilled one of the requirements of Trimia's Catalogue. It did not.

True, the Symbol of Ravenkind is one of truth, honor, and religious devotion. But when found by the party it lay well hidden from the evil forces that would possess it. The Symbol of which the Catalogue spoke had yet to be set free from evil hands.

— Van Richten



**Castle Ravenloft,
Dungeons**

Synopsis

For the last time, the walls of Castle Ravenloft loomed before us, menacing and gray. In our hearts we knew this meeting with Lord Strahd would not take place in his magnificent dining hall. Oh no, the vampire lord would be waiting for us in a much darker place.

Vampires, it is said, sleep in coffins, and these coffins lay in burial chambers or vaults. Knowing this, we sought for passageways into the bowels of the castle.

No one need have told us into what danger we stepped. Death hung on the air, a rich and cloying scent. Silence walked close behind us, and the still air had eyes. He was here. Somewhere close by, Strahd waited. He had no more fear of us than an ordinary man has of a spider crossing his floor.

Castle Ravenloft, Dungeons

Beware zombie golems, vampires, and zombies.

We entered Castle Ravenloft at position P on the Main Floor, then headed south to a place I have marked on the map of the Main Floor as ST. This double set of stairs goes up and down within the castle. We took the stairs to the south and moved up one level to the Court of the Count and position SS in Strahd's Study.

- **SS** In the south of this room lie stairs taking us up yet another level to the Rooms of Weeping and position R.
- **R** Going to room R in the Rooms of Weeping, we then proceeded to Strahd's Library, marked LI on the map on page 78.
- **B** Hitting this hidden button in the library (in the Rooms of Weeping) opened a way to a staircase, revealing a keyhole. Here we used the Blood Bat Key. A wall disappeared, revealing a Vistani Tarokka card and a set of stairs leading into the bowels of the castle, to Strahd's Dungeons!



Gypsy Tarokka Card: The Mists

A great shout escaped my lips. With much enthusiasm I explained the significance of the find, and my logic proved unassailable.

First, the Tarokka Card now gave us the fourth of the five items necessary to activate Trimia's Catalogue and escape.

My second insight would stand unproved until the end of our quest, but that in itself lay close at hand. "My friends," I said, "I believe the last item necessary to call upon the powers of the Catalogue is Lord Dhelt's Holy Symbol! Strahd has toyed with us since the moment we arrived in this, his unholy land."

- **P** At last we entered Castle Ravenloft, Dungeons, and on the map of this level the point where we entered is shown as P.

From P we moved north, then east to D1.

- **D1** The door at position D1 is opened by the use of a skull lever. Beyond this door lay Strahd's Mausoleum. Lightning bolts within the mausoleum caused us trouble, but to the north we found stairs taking us to position B1.
- **B1** This button proved difficult to find, but hitting the button at B1 activated a second hidden button at position B2. We made our way to B2.
- **B2** This hidden button, as difficult to find as the first, was on the east wall of a crypt in the mausoleum. Entering the small crypts proved easy, but most contained deadly foes.

Pressing the button at B2 opened a door at D2.

- **D2** Entering the open door at this position teleported us into Strahd's crypt.

Note: The entrance to Strahd's crypt has teleporters positioned directly before it. Because of them, access to the first door is impossible, and only by entering the teleporter at D2 could the party have entered Strahd's secret lair.

Though we were hot on the trail of our nemesis, a few other items of interest awaited us within the Dungeons:

- **I1** Mage Scrolls of Wizard Eye and Stoneskin
- **I2** Ring of Wizardry
- **I3** Cleric Scrolls of Negative Plane Protection and Heal
- **I4** Cleric Scroll of Raise Dead
- **I5** Battle Axe +2
- **I6** Battle Axe and a Shield +1

A warning, we found it impossible to REST once within Strahd's lair. A series of doors opened before us, and we followed their path toward our final battle. With the doors closed behind us, there could be no retreat. In the final chamber, a sole granite coffin lay amid many pillars.

Strahd emerged from this cold resting place in a mist and assumed his human form.

- **N19** The position of Strahd Von Zarovich.

"And now I shall crush you," he assured us, "simply crush you!"

What choice had any of us now? Strahd fought with great strength and cunning. Vanishing in a cloud of mist, he reappeared at our backs. We too used every weapon and deadly magic left to us.

At last, when Strahd seemed weakened by our mortal blows, we brought forth the *Holy Symbol of Ravenkind*.

Erupting from the heart of the *Holy Symbol*, a blinding lance caught Strahd by surprise. Again and again, as its powers recharged, the *Holy Symbol of Ravenkind* lashed out at our command. Finally, this light banished the Lord of Barovia from our sight. Count Strahd Von Zarovich was gone!

Lying on the floor, where but a moment before Count Strahd had stood in shocked terror at the sight of Ravenkind's mighty weapon, was Lord Dhelt's amulet. Our quest was complete, for the Lord of Elturel would once again possess his link to the great god Helm!

This was the party's last entry, though it is not difficult to imagine what happened next. By placing Lord Dhelt's Holy Symbol with the Jeweler's Ruby, the Wereraven's Feather, the Elven Crown, and the Vistani Tarokka Card, the party brought the magic of Trimia's Catalogue to life.

Perhaps in growing old I have come to long for happy endings. No matter, when I think of this valiant band, I see them in Elturel, reunited with Lord Dhelt and enjoying their rich reward.

— Van Richten



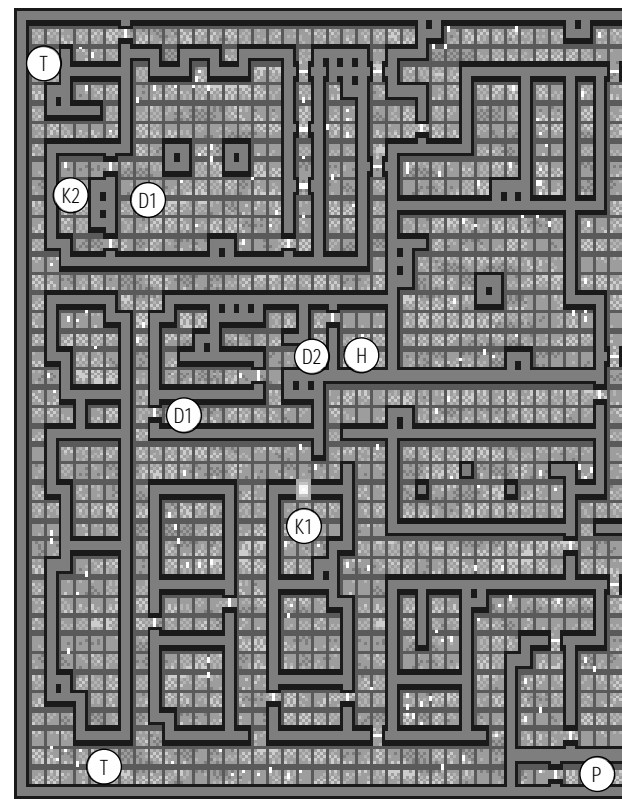
Lord Dhelt Rewards the Adventurers

SIDE QUESTS

In arranging the order of the information, I have led the reader along the most direct path to victory over Strahd. Yet Key de Effer and Beatrice found other interesting stops along the way and met several fellow adventurers of which you have not heard.

To include these tales in the body of the text would have been to make it even more roundabout and circuitous than it already seems. Yet there may be interest in a brief overview of their less critical adventures.

— Van Richten



Lesser Catacombs Beneath Barovia

The Old Paladin



Wererats and living walls became the party's foes on this side quest.

In a home on the eastern end of town, the party came across a paladin who had lost his faith.

• **N11** The location of the Old Paladin's home on the map of the Village of Barovia.

Turned by the evil of the realm from his path of true devotion, the paladin long ago hid his holy symbol.

Near death, the paladin convinced the party to help him make amends. Blind in one eye, he wore on that side an eye patch. On the inner surface of this patch lay a map to the location of his holy symbol. It could be found in the Lesser Catacombs Beneath Barovia, the entrance to which lay in an abandoned home in the poorest section of town, at the southwesternmost corner of Barovia.

Directly behind the paladin's home, in a shack, the party found a footman's pick. This they carried to the stump of an old tree described by the paladin.

• **TS** The tree stump where the Old Paladin buried the key to the Lesser Catacombs Beneath Barovia.

Digging west of this stump produced a key with which they might continue their mission for the old man.

Taking the key from the stump, the party proceeded to the shack in the southwesternmost corner of Barovia. Here a hidden button revealed a set of secret stairs, leading down.

The key from the stump allowed them entrance into the Lesser Catacombs.

• **P** From their starting position on the map of the Lesser Catacombs, the party moved through one illusionary wall to position K1.

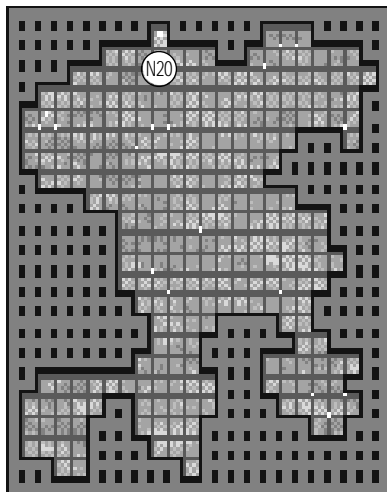
• **K1** Here lay the Silver Star Key, a key opening all doors marked D1. After acquiring the Silver Star Key, the party proceeded to the door marked D1 at the center of the map, then to the door near the position marked K2.

• **K2** Opening the door (D1) near K2 with the Silver Star Key allowed the party to acquire the Silver Moon Key (K2).

• **H** The Old Paladin's Holy Symbol. By opening the door at position D2 with the Silver Moon Key, the party found the Holy Symbol they had promised to retrieve.

• **T** Fireball traps on the map of the Lesser Catacombs are marked T.

Returning to position P, they escaped from the Lesser Catacombs.



The Werewolf Side Quest

The Werewolf



When in the Wooded Area West of Barovia, the party ventured into a cave at the northwest corner of the map. Terrified, they watched as a man fought to keep from changing into a werewolf!

- **N20** The position of the Werewolf on the map of the Werewolf's Cave.

While in the Burgomaster's Mansion, the party had come across a tome relating to this curse. It was my own work: Van Richten's Guide to Werebeasts.

A long and rigorous examination of the facts leads to but one conclusion: that curing the infected lycanthrope is a difficult enterprise. No shortcuts have been found, and it remains our learned opinion that none exist.

First, the primary werebeast causing the infection must be located and destroyed. Often, painstaking research is required to locate this beast (known as the progenitor), especially when a chain of lycanthropic infection is involved. Once you are certain the progenitor has been destroyed, the next stage of the cure may take place. To begin, the subject must assume his secondary form, whatever difficulties that may involve. Then three spells must be cast upon the beast in quick succession: atonement, cure disease, and remove curse. Finally, once restored to human form, the infected creature must atone for his deeds with acts of constant good.

To make use of this information, the party sought out and slew the albino werewolf lurking in the Wooded Area West of Barovia. This was the progenitor who roamed the night, generally keeping to the south of the woods.

To complete the cure, the party located the special scrolls of atonement, cure disease, and remove curse on the various levels of the Old Church. These they cast upon the afflicted man in the werewolf cave.

As a gift to the party in return for his life, the cured lycanthrope offered the party a key. This key opened the door to a home in Barovia (just north of the Blood on the Vine Tavern).

- **WT** This shows the position of the Werewolf's Treasure on the map of the Village of Barovia on page 34.

Within lay the werewolf's treasure, a horde of items, including a very useful ring of regeneration.

Miscellaneous Notes on the Adventure

A few miscellaneous encounters and bits of interesting information:

In the southwest corner of Barovia stands a shanty in which lives a mad old crone.

- **N12** Home of Mad Old Crone.

Early in their quest the party heeded her words. By paying careful attention to what at first seemed no more than mad ramblings, the party found the clues by which they successfully moved forward.

In a lone house in the south of the Woods West of Barovia, the party met a wizard. He spoke of destiny and the madness of magic, of the powers that would bring the party back to him if ever they should require his help. The party declined to take on Ryszard, as by that time they had come to know and trust one another as an effective team.

What I know of Ryszard is this: he would make an able addition to any quest, though he is quite beyond ordinary reason. By that I mean no more than he himself admits. Ryszard is a mad wizard!

- **N7** The home of the Mad Mage.

One of the first homes the party passed on their way to the Burgomaster's Mansion proved to be the home of Tatian, a woman whose remarkable resemblance to Strahd's love, Tatyana, might have proved fatal had she been with the party in the Caverns West of Barovia. For you see, Vladislav was no more than Strahd in disguise!

In an early encounter with the Vistani at the Blood on the Vine Tavern, the party agreed to be blindfolded and taken to the Gypsy camp. There they met Madame Eva and learned of the missing Tarokka card.

Though they never accepted her help, the female elven mage from Sithicus would have made an able addition to their party. She was first met in the Burgomaster's Mansion, and later waited for the party in an upstairs room at the Blood on the Vine Tavern.

Besides the wereraven, another prisoner languished in Strahd's towers. His name was Anshelm, a brave and powerful fighter, more than willing to join the party had they wished. His cell lay in the Secondary Towers. To rescue Anshelm, the party entered the Secondary Towers (LT) from the desecrated chapel (DC) on the Main Floor. With the Silver Tower Key to open the way before them, they moved upward in the same way they had ascended through the Main Tower.

DIFFERENCES BETWEEN THE CD-ROM AND DISK-BASED VERSIONS OF STRAHD'S POSSESSION

As previously mentioned, the disk-based version of STRAHD'S POSSESSION provides a play environment which is not as rich as that of the CD-ROM game. The following things exist only in the CD-ROM version of the game:

- The entire Paladin Quest. The paladin's house, shed, the tree stump, and the caverns in which his holy symbol lies appear only in the CD-ROM game.
- The following NPCs appear only in the CD-ROM game: Ryszard the mad mage and Velika the female dandy.
- Digitized NPC voices occur only when playing the CD-ROM game.
- Cinematic interludes and NPC animations are greatly enhanced in the CD-ROM game.

In the disk-based game:

- Dropped objects look alike. All dropped shields look the same; all dropped keys look the same, etc. The assassin looks like a brigand. The zombie lord looks like a zombie. The ghoul and the ghoul lord look like a ghastr. The revenant looks like a wight. The shadow fiend looks like a shadow.
- Atmosphere rats, bats, and crows do not appear.
- Villagers wandering about Barovia do not appear.
- Skeletal bats, werabats, wererats, and living walls do not appear.
- In the disk-based game, a scroll of *improved identify* appears in the brigand encampment at the beginning of the game.

TREASURE GUIDE

Perhaps "Treasure Guide" is a misnomer. The following list details all of the items you can find on each map. While items of critical importance have been mentioned throughout the clue book, below is a comprehensive list of both "treasure" and "junk" as it is found throughout STRAHD'S POSSESSION.

OLD CHURCH, LOWER LEVEL

Old Church, Lower Level cont.

LEATHER ARMOR

KEY RING

TWO-HANDED SWORD

GOLD CHURCH KEY

CHEST; CONTAINING

TRIMIA'S CATALOGUE

SHIELD

CLOAK

PLATE MAIL

VAN RICHTEN'S TALE OF STRAHD

PALADIN HOLY SYMBOL

MACE

COMPOSITE BOW

SPECIAL SCROLL OF 'ATONEMENT'

QUIVER

PARCHMENT FRAGMENT

FOUR PARCHMENT FRAGMENTS

CHAIN MAIL

CHEST; CONTAINING

RING OF PROTECTION +1

WHITE ROBE

THREE LONG SWORDS

CLOAK

FOUR POTIONS OF HEALING

LONGSWORD

BRONZE PLATE MAIL

ROD OF SMITING

SPECIAL SCROLL OF 'REMOVE CURSE'

CLERIC SCROLL OF 'PRAYER'

CHAIN MAIL

CLERIC SCROLL OF 'FLAMESTRIKE'

CHAIN COIF

CLERIC SCROLL OF 'BLESS'

BRONZE PLATE HELM

CLERIC SCROLL OF 'MAGICAL STONES'

BLUE ROBE

CLERIC SCROLL OF 'DETECT MAGIC'

CLERIC HOLY SYMBOL

CHAIN MAIL

OLD CHURCH, LOWER LEVEL 2

TWO POTIONS OF EXTRA HEALING
THREE OF SASHA'S LOST MANUSCRIPT PAGES
POTION OF HEALING
POTION OF HEALING
CLERIC SCROLL OF 'HARM'
GOLD TEARDROP CHURCH KEY
GAUNTLETS OF DEXTERITY

ELVEN WARRIOR'S TOMB: LOWER LEVEL 1

SHIELD
JAVELIN OF LIGHTNING
SHIELD
SPEAR
JAVELIN OF LIGHTNING
SPEAR
TWENTY ARROWS
FOUR ARROWS OF SLAYING UNDEAD
MAGE SCROLL OF 'TRUE SEEING'
MAGE SCROLL OF 'WIZARD EYE'
POTION OF HEALING
OIL OF FIERY BURNING
POTION OF HEALING
OIL OF FIERY BURNING
POTION OF HEALING
POTION OF EXTRA HEALING

Elven Warrior's Tomb: Lower Level 1 cont.

POTION OF HEALING
OIL OF FIERY BURNING
CHEST; CONTAINING
POTION OF FIRE RESISTANCE
KEOGHTUM'S OINTMENT
PLATE MAIL
BATTLE AXE
SHIELD
IRON ELVEN TOMB KEY
POUCH; CONTAINING
RING OF FREE ACTION

ELVEN WARRIOR'S TOMB: LOWER LEVEL 2

ELVEN SIGNET
SHIELD +1
BATTLE AXE +1
CHEST; CONTAINING
CHAIN COIF
TWO POTIONS OF EXTRA HEALING
CLERIC SCROLL OF 'RAISE DEAD'
SLING POUCH; CONTAINING
SEVEN SLING BULLETS
LUCKSTONE
BAG OF HOLDING; CONTAINING
EIGHT STONES
TWO POTIONS OF EXTRA HEALING
TWO POTIONS OF HEALING
WAND OF FIREBALLS
ELVEN CHAIN COIF

Elven Warrior's Tomb: Lower Level 2 cont.

ELVEN CHAIN MAIL
SHORT SWORD
LOCK PICKS
CLOAK OF PROTECTION +2
CHEST; CONTAINING
CLERIC SCROLL OF 'CURE DISEASE'
CLERIC SCROLL OF 'DRAW DEXTERITY'
CLERIC SCROLL OF 'DRAW STRENGTH'
CLOAK
TWO POTIONS OF HEALING
TWO POTIONS OF EXTRA HEALING
GREEN ELVEN TOMB KEY
MAGE SCROLL OF 'ICE STORM'
TWO CLERIC SCROLLS OF 'CAUSE
LIGHT WOUNDS'

CAVERNS WEST OF BAROVIA

BROAD SWORD
SHIELD
SIX MACES
BRONZE PLATE MAIL
TWO SHIELDS
BRACERS OF PROTECTION
MAGE'S JOURNAL
TWO OILS OF FIERY BURNING
SPEAR
FOUR JADE CAVERN KEYS

Caverns West of Barovia cont.

CLERIC'S HOLY SYMBOL
TWO POTIONS OF HEALING
THREE CHAIN MAILS
BRONZE PLATE HELM
DAGGER OF THROWING
MAGE SCROLL OF 'DETECT UNDEAD'
TWO CHAIN COIFS
LONG SWORD
WAND OF ENEMY DETECTION
CLERIC SCROLL OF 'CAUSE CRIT.
WOUNDS'
MAGE SCROLL OF 'HASTE'
HALBERD
SLING AND EIGHT SLING BULLETS
MAGE SCROLL OF 'DISPEL MAGIC'
MAGE SCROLL OF 'HOLD PERSON'
SHORT SWORD
POTION OF SPEED
POUCH
MACE +1
TWO POTIONS OF EXTRA HEALING
POTION OF HEALING
TWO CLERIC SCROLLS OF 'CURE
DISEASE'
CLERIC SCROLL OF 'CURE DISEASE'
CLERIC SCROLL OF 'RAISE DEAD'
MACE
CLERIC SCROLL OF 'RAISE DEAD'

Caverns West of Barovia cont.

WAND OF MAGIC MISSILES
CLERIC SCROLL OF 'LIGHT'
TWO POTIONS OF EXTRA HEALING
WAND OF FIREBALLS
CLERIC SCROLL OF 'CURE DISEASE'
WAND OF FIREBALLS
CLERIC SCROLL OF 'CURE SERIOUS WOUNDS'
CHURCH VESTIBULE KEY
CLERIC SCROLL OF 'CURE SERIOUS WOUNDS'
MAGE SCROLL OF 'KNOCK'
MAGE SCROLL OF 'WIZARD LOCK'
SHIELD
WARHAMMER
TWO POTIONS OF HEALING
KEOGHTOM'S OINTMENT
CHEST

**GREATER CATACOMBS
BENEATH BAROVIA**

FIFTEEN BAROVIAN COINS
CHEST; CONTAINING
RING OF FIRE RESISTANCE
EMERALD CATACOMB KEY
ONYX CATACOMB KEY
RUBY CATACOMB KEY
SAPPHIRE CATACOMB KEY
WAND OF FROST

Greater Catacombs Beneath Barovia cont.

MAGE SCROLL OF 'VAMPIRIC TOUCH'
CLOAK
MAGE SCROLL OF 'WIZARD EYE'
POTION OF EXTRA HEALING
POTION OF FIRE RESIST
TWO POTIONS OF EXTRA HEALING
POTION OF SPEED
CHEST; CONTAINING
KEOGHTUM'S OINTMENT
CLERIC SCROLL OF 'CURE CRITICAL WOUNDS'
CLERIC SCROLL OF 'REMOVE PARALYSIS'
CLERIC SCROLL OF 'NEGATIVE PLANE PROTECTION'
RING OF PROTECTION
SACK; CONTAINING
POTION OF EXTRA HEALING
POTION OF HEALING
TWO OILS OF FIERY BURNING
POTION OF EXTRA HEALING
CLERIC SCROLL OF 'NEGATIVE PLANE PROTECTION'
POTION OF HEALING
CHEST; CONTAINING
MAGE SCROLL OF 'DEATH SPELL'
POTION OF EXTRA HEALING
POTION OF HEALING
BROAD SWORD
ADAMANTITE PLATE MAIL
ADAMANTITE PLATE HELM
SHIELD

Greater Catacombs Beneath Barovia cont.

LONG SWORD
SHIELD OF LIGHTNING PROTECTION
POTION OF EXTRA HEALING

**LESSER CATACOMBS
BENEATH BAROVIA**

CLERIC SCROLL OF 'CURE DISEASE'
MAGE SCROLL OF 'LIGHT'
MAGE SCROLL OF 'DRAGON SCALES'
MAGE SCROLL OF 'FREEZING SPHERE'
POTION OF EXTRA HEALING
IVORY SCROLL CASE
WAND OF FROST
SILVER MOON KEY
MAGE SCROLL OF 'CONE OF COLD'
WINGED HOLY SYMBOL
CLERIC SCROLL OF 'CAUSE SERIOUS WOUNDS'
CLOAK
QUARTERSTAFF
TWO-HANDED SWORD
QUIVER
COMPOSITE BOW
SILVER STAR KEY
THREE POTIONS OF HEALING
THROWING KNIFE
SHORT SWORD
THROWING KNIFE

CEMETERY GROUNDS

POUCH OF UNUSUAL GOLDEN DUST
DAGGER
SLING OF SEEKING
CLOAK

**CEMETERY
(INTERIOR LOCATIONS)**

CHEST; CONTAINING
POUCH OF UNUSUAL GOLDEN DUST
POTION OF GIANT STRENGTH
RING OF FIRE RESISTANCE
CLERIC SCROLL OF 'NEGATIVE PLANE PROTECTION'
CLERIC SCROLL OF 'HEAL'
CLERIC SCROLL OF 'FLAMESTRIKE'
CLERIC SCROLL OF 'NEGATIVE PLANE PROTECTION'
CHEST; CONTAINING
KEY RING
CLOAK
DAGGER
CLERIC SCROLL OF 'CURE SERIOUS WOUNDS'
MAGE SCROLL OF 'CLAWS OF THE UMBER HULK'
SHORT SWORD
CLOAK
SPEAR
ROD OF REBIRTH
CHAIN MAIL +2
RING OF WIZARDRY

Cemetery (Interior Locations) cont.

MAGE SCROLL OF 'LIGHTNING BOLT'
 CLOAK
 ONE POTION OF HEALING
 ONE POTION OF EXTRA HEALING
 CLERIC SCROLL OF 'CURE DISEASE'
 BROAD SWORD
 CHAIN MAIL
 KEOGHTOM'S OINTMENT
 SHIELD
 AXE OF HURLING
 MAGE SCROLL OF 'ICE STORM'
 QUARTERSTAFF +1
 CLOAK

**CASTLE RAVENLOFT,
MAIN AND SECONDARY
TOWERS**

NO ITEMS.

**VILLAGE OF BAROVIA
(INTERIOR LOCATIONS)**

KEOGHTOM'S OINTMENT
 CLOAK
 PRICELESS FIRE RUBY
 VICTOR GRYMIG'S BONE VAULT KEY
 FOUR OILS OF FIERY BURNING

Village of Barovia (Interior Locations) cont.

SIX ARROWS
 COMPOSITE BOW
 THREE ARROWS
 POTION OF SPEED
 SLING BULLET
 COMPOSITE BOW
 DAGGER
 SLING BULLET
 QUIVER
 POUCH; CONTAINING
 RING OF REGENERATION
 KEOGHTOM'S OINTMENT
 SHIELD
 GAUNTLETS OF DEXTERITY
 CHAIN MAIL
 POTION OF EXTRA HEALING
 DAGGER
 KEOGHTOM'S OINTMENT
 SLING BULLET
 POTION OF EXTRA HEALING
 SLING BULLET
 SPEAR
 SLING
 BULLET
 ADAMANTITE PLATE
 HELM
 DAGGER
 HALBERD

Village of Barovia (Interior Locations) cont.

TWO SLING BULLETS
 CLOAK
 TWO POTIONS OF EXTRA HEALING
 CLERIC SCROLL OF 'NEUTRALIZE
 POISON'
 CLERIC SCROLL OF 'NEGATIVE PLANE
 PROTECTION'
 CLERIC SCROLL OF 'FORTIFY'
 SPEAR
 ADAMANTITE CHAIN HELM
 CHAIN COIF
 PALADIN'S SWORD +3
 ARROW OF SLAYING UNDEAD
 PALADIN'S DAGGER
 +2 FOOTMAN'S PICK
 CHAIN MAIL
 CHAIN COIF
 BROAD SWORD +1
 CLERIC SCROLL OF 'RAISE DEAD'
 STONE SHIELD
 WARHAMMER +2
 STONE WAND OF FIREBALLS
 WHITE ROBE
 TWO STONES
 TWO STONES
 POTION OF EXTRA HEALING
 MAGE SCROLL OF 'FIREBALL'

Village of Barovia (Interior Locations) cont.

POTION OF EXTRA HEALING
 STONE BATTLE AXE
 STONE OIL OF FIERY BURNING
 STONE
 FIVE SLING BULLETS AND SLING
 OIL OF FIERY BURNING
 TWO THROWING KNIVES
 BROAD SWORD
 SHIELD

**CASTLE RAVENLOFT,
MAIN FLOOR**

POTION OF EXTRA HEALING
 CASTLE RAVENLOFT TOWER KEY
 CLERIC SCROLL OF 'CURE SERIOUS
 WOUNDS'
 CLERIC SCROLL OF 'CURE SERIOUS
 WOUNDS'
 MAGE SCROLL OF 'TRUE SEEING'
 POTION OF EXTRA HEALING
 THREE POTIONS OF EXTRA HEALING
 BLOOD BAT KEY
 I, STRAHD
 TWO POTIONS OF EXTRA HEALING
 FOUR POTIONS OF EXTRA HEALING
 TWO POTIONS OF HEALING

**CASTLE RAVENLOFT,
COURT OF
THE COUNT**

ARROW +1

POTION OF EXTRA HEALING

CHAIN MAIL

ARROW +1

POTION OF EXTRA HEALING

HALBERD

ARROW +1

POTION OF GIANT STRENGTH

TWO OILS OF FIERY BURNING

KEOGHTOM'S OINTMENT

MAGE SCROLL OF 'LICH TOUCH'

KEOGHTOM'S OINTMENT

MAGE SCROLL OF 'CLAWS/UMBER
HULK'

KEOGHTOM'S OINTMENT

STRAHD'S NOTES

MAGE SCROLL OF 'STONESKIN'

SIX ARROWS

CHAIN MAIL +2

ARROW +1

**CASTLE RAVENLOFT,
ROOMS OF
WEEPING**

VISTANI TAROKKA CARD

CASTLE RAVENLOFT SILVER TOWER KEY

WAND OF FIREBALLS

CLERIC SCROLL OF 'RAISE DEAD'

LETTER TO THE VISTANI

**UNDEAD FOREST
(WHERE THE PARTY
ARRIVES)**

TWO SEEDS OF MORNINGLORD

CLERIC SCROLL OF 'HARM'

POTION OF EXTRA HEALING

MACE

POTION OF EXTRA HEALING

CLERIC SCROLL OF 'HEAL'

CLERIC SCROLL OF 'FLAMESTRIKE'

CLERIC SCROLL OF 'HEAL'

MAGE SCROLL OF 'FIREBALL'

WHITE ROBE

MAGE SCROLL OF 'FIREBALL'

WARHAMMER

THREE MAGIC STONES

**UNDEAD FOREST
(WHERE THE HOLY
SYMBOL AWAITS)**

TWO POTIONS OF EXTRA HEALING

OIL OF FIERY BURNING

QUARTERSTAFF

OIL OF FIERY BURNING

CLERIC SCROLL OF 'RAISE DEAD'

FIVE ARROWS

THREE ARROWS +1

TWO SEEDS OF MORNINGLORD

SHORT SWORD +2

TWO THROWING KNIVES

DAGGER

WAND OF FROST

DAGGER

TWO CLERIC SCROLLS OF 'CURE
SERIOUS WOUNDS'

HOLY SYMBOL OF RAVENKIND

**OLD CHURCH GROUNDS
(OLD CHURCH,
MAIN LEVEL)**WRIT OF INSTRUCTION TO THE
CATALOGUE

SPECIAL SCROLL OF CURE DISEASE

POTION OF HEALING

MACE

TWO POTIONS OF EXTRA HEALING

*Old Church Grounds
(Old Church, Main Level) cont.*

PLATE HELM

POTION OF HEALING

CLERIC SCROLL OF 'RAISE DEAD'

POTION OF HEALING

CLERIC HOLY SYMBOL

TOME OF EVIL ARTIFACTS AND
CURSED ITEMS**HIDDEN
UNDER-GROUND
CHAMBER**

POTION OF HEALING

QUIVER

TWO POTIONS OF HEALING

COMPOSITE BOW

POTION OF EXTRA HEALING

CHAIN MAIL

BA'AL VERZI DAGGER +2

CLERIC SCROLL OF 'RAISE DEAD'

POTION OF EXTRA HEALING

**BLOOD ON THE
VINE TAVERN**

NO ITEMS.

BURGOMASTER'S MANSION

THREE OILS OF FIERY BURNING

MAGE SCROLL OF 'ICE KNIFE'

COUNT STRAHD'S WRIT

CLERIC SCROLL OF 'RAISE DEAD'

VAN RICHTEN'S GUIDE TO WEREBEASTS

MAGE SCROLL OF 'BURNING HANDS'

MAGE SCROLL OF 'CHILL TOUCH'

DAGGER

WAND OF PARALYZATION

CLOAK

FORGOTTEN REALMS FOREST

NO ITEMS.

SVALICH WOODS

MACE

SHIELD

KEOGHTOM'S OINTMENT

SKELETON'S PARCHMENT

FOURTEEN SCATTERED STONES

CHEST; CONTAINING
TWO THROWING KNIVES
CHAIN COIF
LEATHER HELM
CLERIC SCROLL OF 'CURE
SERIOUS WOUNDS'TWO POTIONS OF HEALING
POTION OF EXTRA HEALING

CLERIC SCROLL OF 'RAISE DEAD'

TWO-HANDED SWORD

SHIELD

LEATHER ARMOR

POTION OF HEALING

POUCH; CONTAINING
RING OF PROTECTION +1

SHORT SWORD

POTION OF HEALING

LOCK PICKS

WOODED AREA WEST OF BAROVIA

EIGHT SCATTERED STONES

OLD SVALICH ROAD SOUTH

TWENTY-SIX SCATTERED STONES

SHIELD

BATTLE AXE

CHEST; CONTAINING
OIL OF FIERY BURNING
POTION OF HEALING
POTION OF EXTRA HEALING
FOUR THROWING DAGGERS
SLING POUCH

ADAMANTITE CHAIN MAIL

COMPOSITE BOW

QUIVER

LONG SWORD

SACK; CONTAINING
CLOAK
CLERIC SCROLL OF
'NEUTRALIZE POISON'
CLERIC SCROLL OF 'BLESS'
MAGE SCROLL OF 'FIREBALL'
MAGE SCROLL OF 'FLAME ARROW'

CHAIN COIF

SHORT SWORD +1

BROAD SWORD

MAGE SCROL OF 'IMPROVED IDENTIFY'

CASTLE RAVENLOFT, LARDERS OF ILL OMEN

CLERIC SCROLL OF 'RAISE DEAD'

CASTLE RAVENLOFT, DUNGEONS

CLERIC SCROLL OF 'RAISE DEAD'

CLERIC SCROLL OF 'NEGATIVE PLANE PROTECTION'

CLERIC SCROLL OF 'HEAL'

SHIELD +1

BATTLE AXE

CLOAK

RING OF WIZARDRY

BATTLE AXE +2

MAGE SCROLL OF 'WIZARD EYE'

MAGE SCROLL OF 'STONESKIN'

WEREWOLF'S CAVE

SEVENTEEN SCATTERED STONES

OLD SVALICH ROAD NORTH

TWELVE SCATTERED STONES



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